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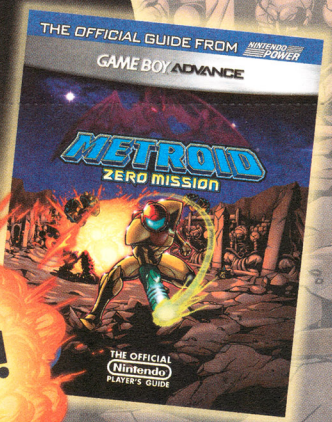

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Metroid®*: Zero Mission's beautiful backgrounds, intricately detailed characters and sharp cinema scenes are truly a dream come true for Game Boy Advance players everywhere. There's plenty of new ground to explore with Samus Aran as she travels to Zebes and battles the mysterious Metroids. And wait till you meet up with the Mother Brain!*

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44 Read the subtitles, Snake. They know all.

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PUBLISHER
T. KIMISHIMA

EDITOR IN CHIEF
YOSHIO TSUBOIKE

MANAGING EDITOR
SCOTT PELLAND

SENIOR EDITORS
JESSICA JOFFE STEIN
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SENIOR WRITERS
ALAN AVERILL
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STAFF WRITERS
JESSICA FOLSOM
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CONTRIBUTING WRITERS
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JACQUALEE STORY
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ASSISTANT PRODUCTION MANAGER
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PRODUCTION SPECIALIST
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ART DIRECTOR
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PRODUCTION ASSISTANT
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CHRISTOPHER SHEPPERD

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*Multiplayer games require one GamePak per player and a Game Boy® Advance Game Link® cable (sold seperately).

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PLAYER'S PULSE

We received a great mix of letters this month—keep them coming! We've got the skinny on game secrets and rumors, in addition to some helpful tips and advice. Check out your Write Away, Right Away responses on page 10.

COLLECTION CHALLENGES

Please help me! In the game Kirby Air Ride for GCN, how do you get the Hydra in City Trial mode?

Kevin A.
Via the Internet

You can unlock the Hydra Air Ride machine (as well as the Dragoon) in the City Trial mode only. To unlock the Hydra, you must complete three challenges: In the City Trial, destroy all of the dilapidated houses to collect the Hydra Part X. In the City Trial's Stadium mode, KO 150 or more enemies in each of the Destruction Derby modes to collect the Hydra Part Y and KO 1,500 or more enemies in each of the Kirby Melee modes to collect the Hydra Part Z.

My siblings and I (there's five of us) love playing Super Smash Bros. Melee together. It's our favorite game! Now that we've tackled the task of unlocking every single character and playing field, our next goal is to get every single trophy! I have a question about them: Exactly how many trophies are there to collect?

Joshua W.
Via the Internet

There are 165 Lottery Trophies, 78 Smash Trophies and 47 Hidden Trophies—290 in all. The Trophy Gallery helps you track which ones you've collected by letting you sort your trophies three different ways. Good luck!

ANIMAL CROSSING ANTICS

I received Animal Crossing for Christmas and I was wondering how [I] can build an igloo, and how many Gyroids [there are to collect].

Josh B.
Via the Internet

When your Animal Crossing town is covered in winter snow, one of the townies might build an igloo—it will last only one day. Talk to the villager in the igloo to score a special item. As for the unique Gyroids, there are 127 in the game.

I heard an interesting rumor (or fact) about Animal Crossing recently. Somebody told me that there is an item called the Lucky Black Cat or something of that nature. I have searched everywhere and can't find it. But then again, I don't even know where to look! Is there any such item? If so, where do I find it? If not, was I tricked?

Matthew S.
Via the Internet

You're thinking about an item that was in the Japanese version of Animal Crossing that translates to something like "black good luck cat." Since the game is heavily influenced by culture, some items differ between the Japanese and North American releases—for instance, the Western Theme doesn't appear in the Japanese version.

NOW AND LATER

I already have a subscription, so I [resubscribed] so that when my first expire date hits, [my magazines] will keep coming. Now, when I ordered the extra magazines, I wanted to get a free gift. Will the free gift come instantly, or do I have to wait

LETTER OF THE MONTH

How come you took out Crossing Guardian? It was kind of disappointing to find out that you took it out when I got my issue. I really enjoyed entering the codes and [making] the [clothing] patterns. I just hope that you will put it back in the magazine, please.

Dusty
Via the Internet

Don't fret, loyal Animal Crossing fans! We haven't done away with your beloved Crossing Guardian column. Instead, we've turned it into a quarterly feature that will appear in NP at the beginning of each season. You can look forward to reading all the great Animal Crossing community buzz in next month's Crossing Guardian spring edition. We're still eager to receive your Animal Crossing gossip, photos and vocabulary, so keep them coming! You can e-mail digital photos and anything else Animal Crossing-related that you'd like to share with your fellow readers to crossingguardian@nintendopower.com. If you need tips about how to take spectacular photos of your Animal Crossing game, visit nintendo.com/phototips.

until the first expiration date hits to get the gift?

Chris
Via the Internet

When you renew your subscription to Nintendo Power while you have an active subscription, the new one will pick up right where your previous one leaves off. Your free gift is sent out when you renew, not when your old subscription runs out. You should receive your subscription premiums within approximately three weeks of renewing your subscription.

GOTTA HAVE THE DUDS

Are there any stores or websites where I can buy some Nintendo clothing? I would really like to get my hands on some hooded sweatshirts with Nintendo characters on them. I think it would be so cool to have a Link sweatshirt or something. If no one makes any, you guys should start! I bet lots of people would buy them.

~Earth_Mage~
Via the Internet

You're not the only one who dreams of sporting your favorite Nintendo heroes and heroines for all the world to see. There are actually quite a few companies that make Nintendo-licensed apparel. Check out nintendo.com's online store for a complete list!

ISN'T MY LOVE ENOUGH?

I was playing Harvest Moon: Friends of Mineral Town, and Karen's heart turned red. However, after I went to the supermarket and bought the Blue Feather then proposed to her, she said "I'm sorry if I misled you, but I only like you as a friend." Why won't she marry me?

Grace T.
Via the Internet

In addition to raising your favorite Mineral Town girl's affection meter to red and giving her the Blue Feather, you have to make room for your bride-to-be. Purchase the second house extension and the Big Bed from the TV Shopping Network—she'll say "I do."

MY NINTENDO ACCESS

I have a question about the signup for My Nintendo at nintendo.com. I'm only 12 years old and I had to [fill out] this permission slip. It says that you guys will send me a temporary password to finish signing up. How long do I have to wait for my temporary password?

gamefrik
Via the Internet

My Nintendo members who are 12 years old and younger must send in a permission form signed by their parent or guardian. After the completed form is processed, Nintendo will e-mail the sender a temporary password and user name. The length of the process depends on how long the completed permission form takes to reach us. Once we have it, though, the turnaround time is usually one business day.

MYSTERY OF THE HMD

I myself have wondered what the HMD on the real "Average Joe" t-shirt means. Well, after hours of Viewtiful Joe gameplay and an eventful twist at the end of the game, I've discovered its secret identity. The HMD on Joe's shirt, I believe, stands for "His Masters Dance" which can be seen at the end credits, or somewhere at the end where it shows all the movies Captain Blue has appeared in. One of the movies is titled His Masters Dance (HMD). Maybe I'm just reading between the lines a little too much, but this is coming directly out of the game itself, and since Joe is an extremely devoted Captain Blue fan, surely he would have a shirt relating to the Blue One. I guess the only way to find out if I'm correct is to relay this to Capcom and the Viewtiful Team.

And Then There Was Rex
Via the Internet

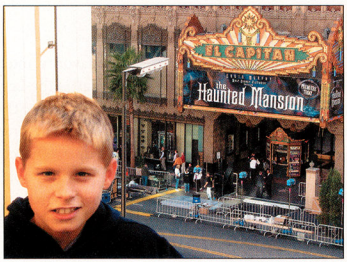
In Vol. 175's Player's Pulse, we encouraged you to send in your ideas about Viewtiful Joe's HMD shirt. "His Masters Dance" is one of the greatest interpretations we've heard yet, and many people believe it solves the mystery! The official word from Capcom, however, is that HMD's meaning is up to the player's imagination.

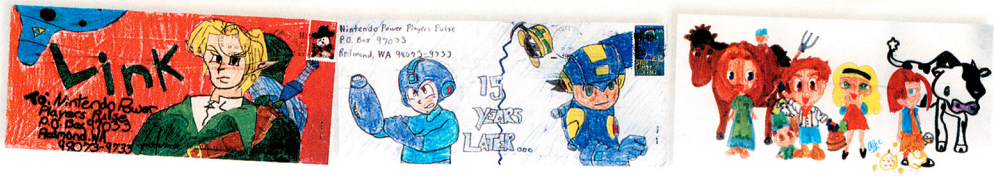
LAN ADVENTURES

I was wondering if there was a way to display a GCN game on more than one TV. That way, on [multiplayer] games, you would not be limited to one small corner of the screen. Also, on games where it is key for your opponents to not know your location, they won't. It would

DISNEY CONTEST WINNER

Max F., from Illinois, was the lucky winner of our Disney's *The Haunted Mansion* movie premier contest (Vol. 173). He and his father, Paul, flew out to Hollywood for an exciting weekend full of ghosts and celebrities. The premier was held at the El Capitan theater on Hollywood Blvd. Actual movie sets were reconstructed in a lot adjacent to the theater, where Max got to meet several of the movie's stars at the after-movie party. Max received a very special piece of movie memorabilia—the deed to the haunted mansion. Max and his father also visited Universal Studios, Disneyland and Disney's California Adventure theme parks on their fun-filled weekend.





sort of be like an online multiplayer [game] but without having to be online.

Jake A.
Via the Internet

There's no GCN accessory that enables gameplay with one GCN on multiple TVs, but games such as Mario Kart: Double Dash!! have a LAN connection feature that lets you connect two to four GCNs with TVs for multiplayer gaming. To set up a LAN connection with two or more GCNs, you'll need a hub or switch, and for each GCN, a TV, a Broadband Adapter, a standard ethernet cable and a copy of the game.

FRIENDLY COMPETITION

My favorite Nintendo game to play with friends is Super Smash Bros. Melee, [from] the intense fighting of four skilled players to the close precision-tuned brawl with the final two. My favorite moment was when I won a close match using Link (my best character) against an expert-played Pikachu. Both of us had at least 150% damage and I caught him using a Sword Plant before Thunder even had a chance to [strike]!

Adrian S.
Via the Internet

My favorite games to play with my friends are the old Donkey Kong Country games for the Super NES. We have so much fun [playing them] that this year on our holiday break from school we decided to have a three-day marathon in which we beat one DKC game a day. By the end, there were a lot of laughs, a lot of bananas, a few sore fingers, [victory over] King K. Rool three times, and more importantly, there were a lot of great memories. A monkey a day keeps the doctor away!

Andrew B.
Via the Internet

My favorite multiplayer game to play is the Legend of Zelda: A Link to the Past/Four Swords. The one-player mode (a Super NES classic) is filled with unlockables from Four Swords, making the game more competitive in the hunt for Rupees. The levels in the game are long and challenging, too! I love the items and how players have to cooperate by having each person use a different one. The bosses are some of the most creative I've ever seen, as well.

Christopher W.
Via the Internet

Whenever I think back on my childhood, I always remember the best times I had were playing Nintendo games with my best friend, Josh. I was the first [person] in my school to have the Pokémon game, and it [quickly] spread throughout the school. Josh invited me over, and we played Pokémon for hours. Another game that we play religiously is Mario Kart for the Super NES. We almost died of joy when Double Dash!! came out!

Ross A.
Via the Internet

[Some of my] favorite [multiplayer games are] the Pokémon games, simply because they were the first I played, and the same [goes for] my friends. We struggled and had lots of fun beating the Gym Leaders and training Pokémon to beat each other.

James P.
Via the Internet

My greatest Nintendo multiplayer memory was [with] Cel Damage. We had earned all of the levels and weapons, except for the very last one on Smack Attack. It was so hard that when we decided to play it, we thought for sure we would never beat it. However, we came out with an early lead, and when my friend got his 499th point, he died and the computer won at the last second. Crushed dreams....

Nick D.
Via the Internet

I have had some great times playing Mario Kart 64. When [my friend would] sleep over, we'd play until midnight. The battle mode was always great. He and I would pick the block stage and load it with traps. My job was always to drive around on the bottom and shoot hundreds of green turtle shells while he went onto the top level and put bananas and fake item boxes over every inch of the bridges. Then we'd drive around and see how long we could last.

The Toadster
Via the Internet

OH THAT SMB3!

In Volume 177, we told readers that they could press Start at any time to save their progress in the NES version of Super Mario Bros. 3. That is the case in the Super Mario Bros. 3 game on the Super Mario Advance 4 Game Pak for GBA, but there's no save function in the original NES game. If you're trotting out the mighty classic, don't make it all the way through using your unlimited continues and turn off your game, you'll lose your progress.

This Month's Arena Scores

Viewtiful Joe Challenge: Highest Viewtiful Count (V. 175)

Kenneth-Gerald C., ON	**999,999**
Stuart B., MI	**670,464**
Michael Paul S., PA	**237,912**
Jimmy N., CA	**212,849**
Wendy P., MT	**209,281**

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WRITE AWAY. RIGHT AWAY

We want to know how our readers use Nintendo Power. Do you study every map and strategy before playing a new game? Do you research the latest titles by checking your favorite reviewer's score before you make a purchase? Send your thoughts to the addresses listed in the 411 section on page 124.

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1492: Columbus declares the world is round.

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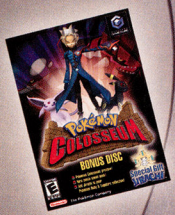

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Michael, Wal-Mart Customer

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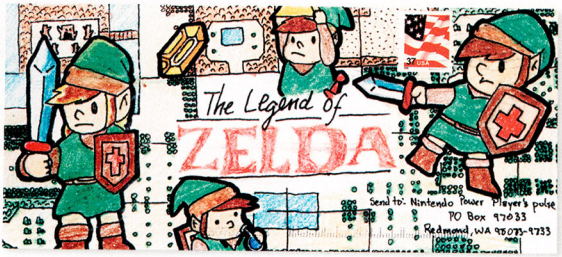

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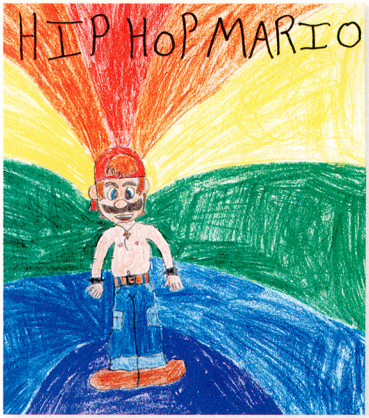

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Kylee W. • Pennsylvania

Vicky W. • California

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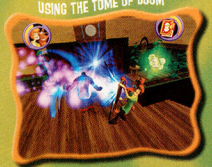
ZOINKS! CAPTURE GHOSTS USING THE TOME OF DOOM



RUH ROH! USE DISGUISES TO SNEAK PAST MONSTERS

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SCOOBY-DOO! MYSTERY MAYHEM

PlayStation.2

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(s04)

POWER CHARTS. 178

Nintendo GameCube

Mario Kart remains atop the sales chart this month with another 700,000+ units sold. Meanwhile, the NP Krew finally got its hands on Metal Gear Solid and discovered the joys of sneaking around in a cardboard box.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	MARIO KART: DOUBLE DASH!!	1	2
2	MARIO PARTY 5	2	2
3	SUPER SMASH BROS. MELEE	3	24
4	LUIGI'S MANSION	5	18
5	SUPER MARIO SUNSHINE	8	12
6	THE LORD OF THE RINGS: THE RETURN OF THE KING	4	2
7	TONY HAWK'S UNDERGROUND	7	2
8	PAC-MAN WORLD 2 W/PAC-MAN VS.	•	1
9	YU-GI-OH!: THE FALSEBOUND KINGDOM	•	1
10	NEED FOR SPEED: UNDERGROUND	19	2
11	DRAGON BALL Z: BUDOKAI	9	2
12	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	15	2
13	KIRBY AIR RIDE	6	3
14	MADDEN NFL 2004	•	4
15	POKéMON CHANNEL	•	1
16	THE SIMPSONS: HIT & RUN	•	3
17	HARRY POTTER: QUIDDITCH WORLD CUP	14	2
18	TAK AND THE POWER OF JUJU	17	3
19	SOUL CALIBUR II	•	4
20	THE LEGEND OF ZELDA: THE WIND WAKER	•	8

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	METAL GEAR SOLID: THE TWIN SNAKES	•	1
2	BEYOND GOOD & EVIL	3	5
3	POKéMON COLOSSEUM	5	2
4	JAMES BOND 007: EVERYTHING OR NOTHING	•	1
5	FINAL FANTASY: CRYSTAL CHRONICLES	1	6
6	MARIC KART: DOUBLE DASH!!	2	5
7	DONKEY KONGA	•	1
8	VIEWTIFUL JOE	6	10
9	XIII	9	3
10	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	10	2
11	HARVEST MOON: A WONDERFUL LIFE	17	2
12	PRINCE OF PERSIA: THE SANDS OF TIME	8	3
13	NFL STREET	4	2
14	GOBLIN COMMANDER: UNLEASH THE HORDE	14	2
15	PITFALL: THE LOST EXPEDITION	•	1
16	SOUL CALIBUR II	•	9
17	THE LORD OF THE RINGS: THE RETURN OF THE KING	13	4
18	SONIC HEROES	16	3
19	1080°: AVALANCHE	12	4
20	TRUE CRIME: STREETS OF L.A.	•	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	TALES OF SYMPHONIA	GCN	1	7
2	RESIDENT EVIL 4	GCN	4	10
3	KILLER 7	GCN	3	11
4	METROID PRIME 2	GCN	•	2
5	GEIST	GCN	•	4

Game Boy

With endearing quotes like, "Your lives that I spit on are now but a caricature of a cartoon drawn by a kid who is stupid!" Fawful's Mario & Luigi: Superstar Saga continues to dominate the Game Boy charts.

	TOP-SELLING GAMES* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	6	2
2	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	1	3
3	NAMCO MUSEUM	3	7
4	YU-GI-OH!: THE SACRED CARDS	2	2
5	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	7	2
6	PAC-MAN COLLECTION	5	4
7	POKéMON RUBY	9	9
8	DRAGON BALL Z: TAIKETSU	•	1
9	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	4	5
10	DISNEY'S FINDING NEMO	•	5

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	1	5
2	METROID: ZERO MISSION	2	3
3	FIRE EMBLEM	3	7
4	FINAL FANTASY TACTICS ADVANCE	4	10
5	MAX PAYNE	5	2
6	WARIO WARE, INC.: MEGA MICROGAMES	10	11
7	HARVEST MOON: FRIENDS OF MINERAL TOWN	•	7
8	SHINING SOUL II	•	2
9	SWORD OF MANA	6	5
10	CASTLEVANIA: ARIA OF SORROW	•	8

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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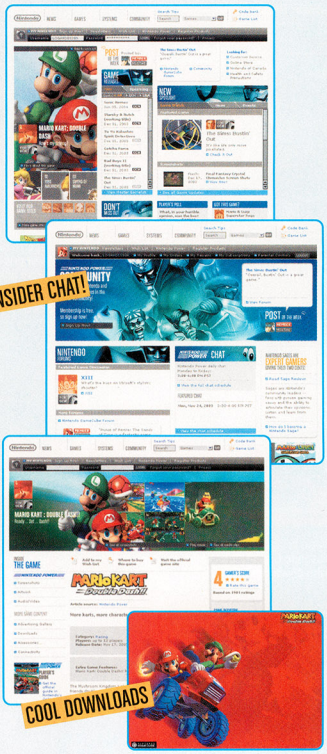

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

The boys of summer arrive in the spring thanks to EA Sports's MVP Baseball 2004. We visited the hallowed halls of EA Canada's development studio to see how the game is shaping up for its GCN debut.

THE SPOTLIGHT

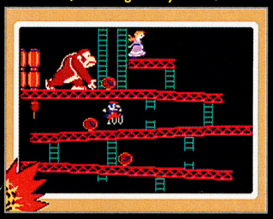
Custom Robo

How do you like your robots? With Custom Robo, which is coming to North America this April, you can have it any way you want it.

Samurai Jack: The Shadow of Aku

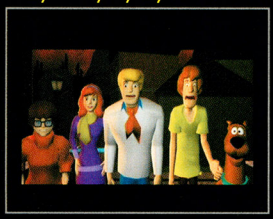
Sega—not BAM! Interactive—will release Samurai Jack for GCN, but the biggest surprise is how good the game is.

WarioWare, Inc.: Mega Party Games



Wario brings his fast-paced brand of fun to Nintendo GameCube in a party game that will bring down the house.

Scooby-Doo: Mystery Mayhem



Scooby and the gang are setting off on another rollicking adventure on the GCN. We just want to know what's in those Scooby Snacks!

Famicom Mini

Vintage Nintendo titles from the 8-bit era, such as The Legend of Zelda and Super Mario Bros., are coming to GBA in Japan.

Crash Bandicoot: Purple and Spyro the Dragon: Orange

Our developer profile takes an exclusive look at an interwoven pair of games from Vivendi Universal featuring Crash and Spyro.

THE GAMING NEWS FOR APRIL 2004

NINTENDO ANNOUNCES NEW HANDHELD

What's the next big thing from Nintendo? If you guessed a new portable game system featuring two three-inch TFT LCD backlit screens with separate processors and semiconductor memory of up to 1 Gigabit, give yourself a pat on the back. The system, code-named Nintendo DS (the DS stands for "double screen"), is an entirely new platform, not the next-generation Game Boy Advance or Nintendo GameCube. "We have developed Nintendo DS based upon a completely different concept from existing game devices in order to provide players with a unique entertainment experience for the 21st century," explains Satoru Iwata, Nintendo's president. The dual screens will allow players to view alternate game world perspectives or access inventories without stopping play. Even more unique features and gaming applications will be revealed at this May's E^3, where Nintendo will unveil the radical new DS—it's scheduled to be released worldwide this year.

LITTLE HOUSE ON THE GCN (AND GBA)

As millions of pioneer women could attest, running a farm isn't exclusively men's work. Natsume hopes to cultivate a vast group of gamers, who might prefer playing Harvest Moon: A Wonderful Life (GCN) and Harvest Moon: Friends of Mineral Town (GBA) from the female perspective. Instead of charming the local lasses, you'll pursue the neighborhood hunks in search of love, not to mention a partner to help you feed the cows. Natsume plans to release the Venus-oriented versions this summer.

MARIO GOES APE

Mario will renew his rivalry with Donkey Kong in Mario vs. Donkey Kong for Game Boy Advance. Each of the game's six worlds is divided into rooms filled with clever puzzle and platform action challenges. In boss stages, Mario leads Lemmings-like squads of miniature Marios to safety. Developed by Nintendo Software Technology (NST), Mario vs. DK will be released in May.

PLAY POOL IN PARADISE

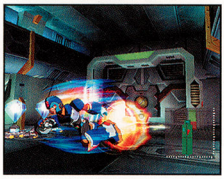
Most people associate paradise with swimming pools, not pool tables, but an upcoming GCN game might have you thinking about sinking the 8-ball instead of cooling your toes in the drink. Pool Paradise from Ignition Entertainment is a billiards sim with a tropical twist.

MAJESCO IS BEJEWELED

Majesco is bringing one of the most popular Internet puzzle games to GBA later this year. In Bejeweled, players try to line up jewels of the same type in horizontal or vertical sets of three. The puzzle game averages six million users a month on popular sites. Soon, devotees will be able to shine anywhere they go.

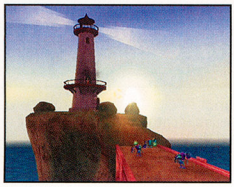
MEGA MAN GOES EPIC

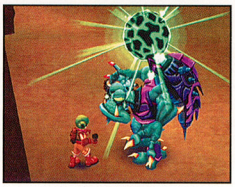
This summer, one of gaming's most prolific superheroes will star in an all-new RPG titled Mega Man X: Command Mission. Joined by Zero and Axl, Mega Man must infiltrate Giga City Island and stop the Liberion Army from toppling the government. The game features cel-shaded graphics that fit the Mega Man universe to a tee, and a unique battle system that combines traditional, turn-based mechanics with the button-mashing action you expect from the Blue Bomber. We'll have more on Capcom's promising GCN adventure next month.



CRAVE'S FUTURE TACTICS

Crave Entertainment's Future Tactics: The Uprising is a hybrid of action and role-playing games—turn-based battles punctuate the adventures of a ragtag band of human rebels opposing hyperdimensional invaders. The explosive results of the conflict leave permanent marks, such as yawning craters, on the otherwise lovely 3-D terrain. Future Tactics includes a single-player 19-stage adventure and a two-player customizable battle mode for head-to-head mayhem. The future arrives this spring.



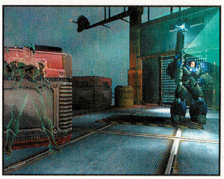


BANDAI GEARS UP FOR 2004

Digimon characters just got their driver's licenses and they're tearing up the road. Bandai's GBA kart racer features 15 tracks, four-player linkage and cool boss challenges. The green flag drops in April. Bandai will pack the remainder of 2004 with SD Gundam Force and Mobile Suit Gundam Seed for GBA plus RibbitKing, Digimon Rumble Arena 2 and Digimon World 4 for GCN.

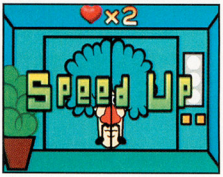
GHOST SIGHTING

Blizzard's StarCraft: Ghost for GCN is a massive departure from the RTS StarCraft games of old, as our screenshots from a development version attest. The heroine, Nova, operates stealthily in sci-fi settings—like a futuristic Sam Fisher—hence her Ghost title. She'll encounter the Terran, Zerg and Protoss races from previous StarCraft games, and carry out covert missions using weapons, Psi powers and cool moves. Still in development at Nihilistic Software, the game will launch players into deep space later this year.



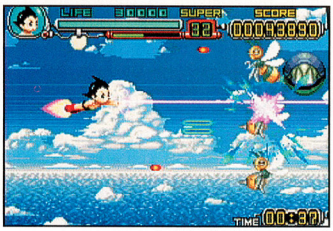
WARIO WEARS IT WELL

Weirdness reigns supreme as Wario takes his mega game challenge to GCN. WarioWare, Inc.: Mega Party Game$ is scheduled to be released in North America this April. Inspired by Wario's GBA venture from last summer, Mega Party Game$ boasts hundreds of split-second challenges like its forebear. The single-player mode plays much like the GBA game, and it even sports a GBA border treatment. But the title's emphasis is on Party, and the multiplayer experience is the icing on the cake. Up to four players compete in challenge rounds for the right to play individual mega games. It's mega madness and mega fun.



ASTRO BOY MEETS GAME BOY

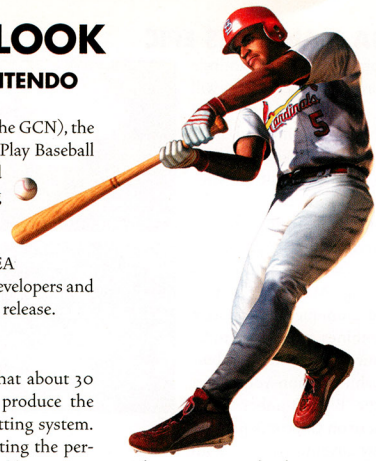
Astro Boy flew onto the Japanese animation scene more than 50 years ago, became a hit TV series in North America in the 1960s and is now headed to Game Boy Advance. Sega's Hitmaker studio is developing Astro Boy: Omega Factor along with Japanese developer Treasure. Astro is a youthful, atomic-powered robot who fights for peace and justice. In the side-scrolling platformer, Astro is equipped with jets, special cannons, lasers and an experience system called the Omega Factor, which runs on the power you accumulate from meeting characters.



MVP BASEBALL 2004 FIRST LOOK

EA SPORTS SWINGS FOR THE FENCES WITH THE NINTENDO GAMECUBE LAUNCH OF A MAJOR LEAGUE HIT

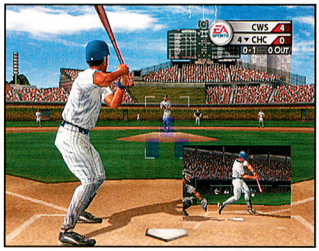
In describing baseball, the manager of the lackluster minor league club in baseball-movie classic *Bull Durham* spouts, "This is a simple game. You throw the ball. You hit the ball. You catch the ball." The creators of MVP Baseball 2004 have taken those words to heart. The game is pure baseball with nuance, detail and history clinging to it like the ivy on Wrigley Field's outfield wall. Now in its second year (its first on the GCN), the franchise that replaced Triple Play Baseball continues to present sound fundamentals while bursting at the seams with the essence of baseball. We visited the Burnaby, B.C., offices of EA Canada to talk to the game's developers and sneak a peek at the March 9th release.



MAKING CONTACT WITH REALISTIC PLAY

MVP Baseball producer Brent Nielsen stands up to mimic Ichiro Suzuki's pre-swing stretches, Tony Batista's intimidating open stance and Nomar Garciaparra's glove-tugging, feet-shuffling ritual while demonstrating the focus of his franchise's latest iteration. "Last year, pitching was an off-the-charts win for us. What we've rallied behind this year is what we call the art of hitting." While timing was the overwhelming factor for hitting in MVP Baseball 2003, Nielsen explains that about 30 variables come into play to produce the 2004 edition's Pure Swing hitting system. "The whole idea is about putting the perfect swing on the pitch. An old axiom in baseball says to hit it where you're pitched. That's really true for the interface this year." Contact is nearly guaranteed, providing that the player's timing is right, but what Nielsen calls "quality contact" comes only when the player uses the Control Stick to posture the bat in a way that matches the ball's location. If the player tries to hit the ball to the opposite field when it's pitched inside, the result will likely be a jammed swing and a dribbling grounder, but a pull at the ball might realize an outside liner and a base hit.

The Art of Hitting
The quality of the pitcher's delivery, the ball's location, the hitter's timing and the position of the bat all come into play at the moment of contact.



Technique Analysis
An inset replay of each swing gives the player another angle to analyze the success or failure of the effort.

Absolute Control
The game's focus on control goes beyond hitting. Manipulation of the C Stick causes fielders to jump, stretch and dive for the ball.

DYNASTY DESTINY

To explain the scope of MVP Baseball 2004's Dynasty mode, Nielsen says, "Think last year's Franchise mode times five." A Minor League Baseball license gives EA Sports the rights to 30 Triple-A and 30 Double-A teams, one of each for every franchise. Users watch over the three teams in their organizations by playing or managing the games, calling players up, sending them down and orchestrating trades. Every franchise has three-year goals and one-year goals that are tailored to the strengths of the teams. By meeting the goals, gamers can earn bigger player-salary budgets.

Triple Threat
After selecting an MLB organization, you'll be able to play and manage the organization's big league, Triple-A and Double-A teams.

Giving Signals
The gamer can freely move from the field to the dugout midgame and assume the role of the manager. A higher-level Sim mode is also available.

UNLOCK BASEBALL HISTORY

In-game accomplishments, such as reaching a strikeout milestone, are rewarded with MVP Points, which you can spend on unlockables. "[A license with] the Cooperstown Collection gives us the rights to use retro uniforms, classic stadiums and legendary players like Mike Schmidt, Rollie Fingers [and] Nolan Ryan," explains Nielsen. "We licensed even bigger names, too, [such as] Babe Ruth, Lou Gehrig, Honus Wagner, Jackie Robinson [and] Satchel Paige. They're all in the game."

Terry Coleman, the producer in charge of the game's GCN version is impressed with the signature style of the old-school baseball players. "When you unlock Babe Ruth, [you see] that big roundhouse swing. And Walter Johnson has this crazy windup. Once I start unlocking Cooperstown players it's hard to go back."

Nielsen is similarly taken with the old-style uniforms. He confesses, "I don't even play with the regular jerseys anymore, just because the retro ones are so cool."

Some unlockable players are labeled to let gamers know what to expect when they spend their MVP Points, but the rest are a mystery to encourage the excitement one gets from opening a package of trading cards to find out what players are inside.

The Bambino Reborn
Among the unlockables are legendary players, such as slugger Babe Ruth. Hall-of-Famers (at their prime) can play in current lineups and wear contemporary uniforms.

Turn Back the Clock
Classic jerseys take teams back to championship eras. If rally caps don't work, a change in colors and logos might.

Field of Dreams
After all of the greats are unlocked, the players form superstar squads: the MVP Heroes and the MVP Legends.

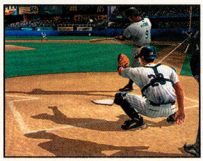
THE THRILL OF THE GRASS

The art of MVP Baseball 2004 helps bring home a feeling of realism, give feedback to the gamer and show differences in the players. Nielsen compares Ichiro to Jason Giambi: "The way [Ichiro] transitions into his run is quicker than some other guys. Giambi will swing out of his shoes. He's not going to get to first as quickly."

The announcing by Giants broadcasters Duane Kuiper and Mike Krukow also works into gameplay. "Audio is a great way to teach users about the game," Nielsen remarks. "You might hear Krukow say there's good speed at first, so the user will think about starting the runner to stay out of a double play."

Stadiums, too, impact the way the game plays, because of the variance in their outfield dimensions. Art Director Ron Bignell describes the months-long process of researching stadiums as "a mountain of work." The toil has paid off though, particularly in the retro stadiums. "Other products have done a good job of recreating stadiums, but we wanted to create the feeling of the time era itself," Bignell explains.

The overall result is a stunningly realistic game that will quench the thirst of baseball fans just in time for opening day.



All the Angles
The developers studied TV coverage of MLB games to decide where to put the game's eight field cameras.

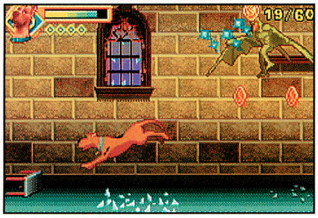
Goatee and All
Player likenesses are perfect, down to Jeff Bagwell's scruffy chin. The players look and act like their real-life counterparts.

The Whole Nine Innings
Realistic lighting, smooth animation and a combination of retro and contemporary styles contribute to a great-looking game.

APRIL GALLERY

Prepare for cartoon antics, '80s classics and customized fightin'. This month's gallery gala celebrates a pair of animated properties taking video-game form, a collection of Famicom titles announced for Japanese GBA release and the news that Custom Robo is bound for North America.

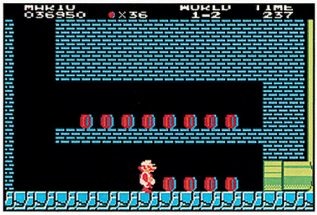
Custom Robo
Jump into the virtual world of Custom Robo and command your own creations (made from 200 available parts and weapons) in single-screen multiplayer melees. The hit Japanese series will enjoy its North American GCN debut in May.

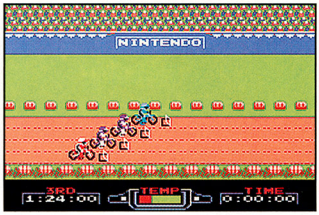


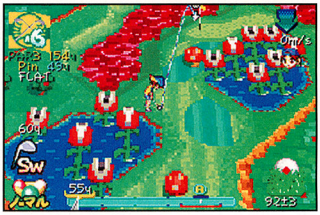
Scooby-Doo! 2: Monsters Unleashed
The movie tie-ins for Scooby-Doo's next GBA side-scroller run deep. As the credits roll for the film (due in theaters on March 26th), the digitized Great Dane will reveal a code that unlocks secrets in the game. Jinkies!

Samurai Jack: The Shadow of Aku
A warrior of few words but many magnificent moves, Samurai Jack bounds, flips and fights through 24 action-packed levels in his upcoming GCN adventure, published by Sega. Next month, we'll have much more on the game, including an interview with its developers.

Scooby-Doo!: Mystery Mayhem
Zoinks! The Scooby-Doo blitz continues with the release of the GCN title, Mystery Mayhem. Taking a classic Scooby-Doo cartoon approach, the game is framed as a collection of TV show episodes. Players guide Scooby and his beatnik buddy, Shaggy, in a search for the Tome of Doom through a haunted movie set, a Wild West ghost town, a bubbling bayou and a creepy laboratory. Secrets, sandwich ingredients and Scooby Snacks abound.







Famicom Mini
Japanese players will soon relive the golden age of gaming with the release of 10 Famicom games, including Super Mario Bros. and Excitebike, for the GBA on the occasion of the Famicom's 20th anniversary. A North American release of the series has not been announced, but we're keeping our fingers crossed.

Mario Golf: Advance Tour
Innovative swing control and Mushroom Kingdom-themed courses galore make Mario's GBA golfing turn one not to be missed. Look for it on June 28.

CRASH AND SPYRO MEET ON GBA

Vivendi Universal Games has been working with developer Vicarious Visions on a special pair of Game Boy Advance titles—one featuring Crash Bandicoot and the other starring Spyro the Dragon. Each hero appears in the other's game, and the two titles share a wide variety of features. We turned to Vicarious Visions's CEO Karthik Bala and project manager/producer Evan Skolnick to sort out all the possibilities. Our exclusive interview also includes the first published screenshots of Crash Bandicoot: Purple and Spyro the Dragon: Orange, both scheduled to be released early this summer.

GW: What are the games all about, and how do they relate to each other?

KB: Crash Bandicoot: Purple and Spyro the Dragon: Orange are 2-D action-platform/party games. The main world exploration in both games is based on our refined side-scrolling engine, as each character starts in their familiar surroundings and gradually progresses into the world of his counterpart. Within those environments, however, are a large number of minigame challenges that must be tackled before you can proceed further into the game. There are literally dozens of different minigame experiences, with various camera perspectives and game mechanics. These include button mashers, forced scrollers, top-down scrollers, timed bonus levels, games of chance and even some boss battles. There is a strong emphasis on quick, fun gameplay, along the lines of Wario Ware but with much more refined art and animation, and a cohesive story with a beginning, middle and end. Each of these products is a counterpart to the other, telling the same tale but as seen from the title character's point of view. Spyro and Crash have teamed up against a common challenge, but their individual tasks and goals vary. There is also a strong multiplayer link component to the two games and additional features that are a great treat for anyone who owns a GBA link cable and one or both cartridges.

GW: How do the games differ from traditional Crash and Spyro games, and how do they differ from each other?

ES: On the Crash side, one can think of Purple as something of a combination of Vicarious Visions's previous Crash GBA titles and the console game Crash Bash, which was chock-full of minigames featuring Crash and his family of characters. For Spyro, Orange represents a strong departure from anything previously seen for the character. Prior Spyro GBA games have utilized an isometric engine to allow for adventure or RPG-type experiences. In Orange, Spyro is seen from many perspectives in various minigames, but the main exploration mode is side-scrolling. Since in the past Spyro has always moved in 3-D, we needed to rethink the character's handling and abilities for 2-D. We've come up with a modified Spyro move set that we think makes it just as fun to play as the purple dragon in side-scroll as it ever was in 3-D. In terms of the two games' differences from each other, the structure and underlying story of the games are identical, but the exploration level designs are completely different in both games. There are also many different minigame mechanics and experiences, only some of which are shared between the cartridges. By linking both games together, gamers can play with up to three players in numerous multiplayer modes and unlock unique bonus content.

GW: What is the plot that brings Crash and Spyro together, and how do they operate in each other's game?

KB: It all starts when Crash's and Spyro's arch nemeses accidentally meet up. Neo Cortex and Ripto soon . . . decide to help each other out by teaming up on their unsuspecting enemies. Since Spyro already knows Ripto's tactics and Crash is familiar with Cortex's, the diminutive

evildoers decide to swap foes and present our heroes with enemies and challenges they've never seen before. Additionally, Cortex and Ripto scheme to trick Crash and Spyro into eliminating each other! So, at some point in each game, you will be squaring off against the star of the other game. However, in true superhero tradition, Spyro and Crash soon realize they should be on the same side, and that's when they combine forces to take the fight to the bad guys. Crash and his friends are seen as NPCs in Spyro's game, and vice versa. However, characters from both games are playable in multiplayer mode, with the right combination of in-game trading cards and link cables.

GW: What were some of the considerations you took into account when combining the worlds of Crash and Spyro?

ES: Visually there are stylistic differences between the worlds of Crash and Spyro, but these differences were by no means overly stark or insurmountable. With our longstanding association with the Crash brand, we were already experts on what makes Crash's world unique. Extensive research on previous Spyro games revealed subtle but important differences. Our solution was to start each character in their

own world and, as the game progresses, fuse the two styles in various ways. And then as you get toward the big finish, the main character finds himself completely in the world of his counterpart. Vivendi Universal Games's directive to us for both games was "Spyro-age gameplay with Crash-age humor." Meaning the games should be accessible and enjoyable for a wide range of players starting at age 6 or so, but still feature some fairly sophisticated humor that older players will get a kick out of.

GW: What type of connective elements are there?

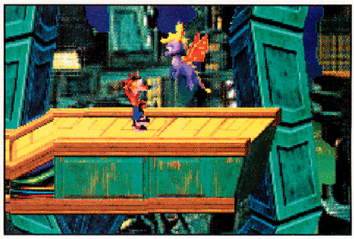
ES: Between the two products there are 13 linked multiplayer games, most of which work with either one cartridge or multiple cartridges. In addition, players can electronically swap special trading cards they acquire through gameplay with other players who own either Orange or Purple.

GW: What are some of the multiplayer games?

ES: There are three general types of multiplayer games. The first is Ballistix, which is a 2- to 4-player game first seen in the aforementioned Crash Bash. They're Pong-inspired games with a bevy of interesting variants and power-ups. The second is called Ship Shuffle and features 2-4 players controlling hoverships across various maps with a number of different game goals, such as Tag, Hot Potato, Capture the Flag and others. Finally there's a third multiplayer game, playable with 1-2 players, which features players standing on parallel bridges each trying to knock the other player's bridge down with projectiles.

GW: Can you describe the minigames and card collection features?

KB: Each game features a wide variety of minigames. There are button mashers in which (for example) Crash is trying to lift a heavy weight, or Spyro is trying to put out a fire. There are flying games, tank games, falling games, timed bonus levels, games of chance and even a game where you're controlling a remote-control helicopter! In addition, there are multiple difficulty levels for each minigame. We think Orange and Purple offer a great combination of challenging side-scrolling levels and a wide variety of minigames to break up the action and keep the player guessing what's coming up next. By completing various goals, the player will acquire special trading cards. Trading cards will vary in their rarity depending on how challenging it is to acquire them or



how hard they are to find. Some cards will tie directly into player abilities or hidden characters for the multiplayer component of the games. Players can use a [GBA] link cable to trade cards with each other, either via a traditional method or through what we call "competitive trading." In this mode, players each offer up a card before a multiplayer game, and the player who wins the game gets all the cards.

GW: What makes the gameplay cool or fun?

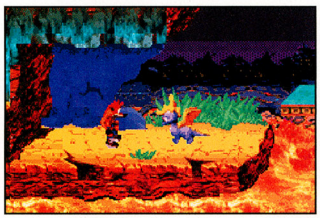
ES: A good number of the mechanics we chose are inspired by those of some old-school arcade games, which makes sense since back then it was all about making an addictive, simple game design—our same goal for each minigame we created. These tried-and-true mechanics work as well now as they did back then, but with the improved graphics, animation and sound that today's audience expects. And, of course, we've added all kinds of twists.

GW: Were there any technical or creative challenges that led to surprises?

KB: Figuring out how to make Spyro work well in 2-D was something that initially concerned us, since from day one Spyro had been designed to work in 3-D. On top of that, he's a quadruped, which adds to the challenge. However, having the player directly control Spyro's wing flaps made the dragon instantly fun to control, perhaps more so than he's ever been.

GW: What would you say to Crash and Spyro fans to get them excited about the games?

ES: First and foremost is the fact that this is the first time the worlds of Crash Bandicoot and Spyro the Dragon have come together. On the gameplay front, we think the casual player will enjoy the multitude of simple, fun game experiences, while the more hardcore fans will love finding hidden trading cards and special cheats by "100%-ing" various games and levels. Also, for those GBA owners who have one or more link cables, there's an entire suite of multiplayer games and competitive trading that make Orange and Purple a true party in your pocket.



GAME WATCH FORECAST

NINTENDO GAMECUBE

- BAD BOYS II
- BRATZ: FORMAL FUNK
- CONAN: THE DARK AXE
- CRUSHED BASEBALL 2004
- CUSTOM ROBO
- DEAD PHOENIX
- DEXTER'S LABORATORY
- DIGIMON RUMBLE ARENA 2
- DIGIMON WORLD 4
- FUTURE TACTICS: THE UPRISING
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GEIST
- HARRY POTTER AND THE PRISONER OF AZKABAN
- HE-MAN: DEFENDER OF GRAYSKULL
- JAMES BOND 007: EVERYTHING OR NOTHING
- JUDGE DREDD: DREDD VS. DEATH
- JUSTICE LEAGUE
- KILLER 7
- LEGENDS OF WRESTLING: SHOWDOWN
- MARIO TENNIS
- MEDABOTS: INFINITY
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN X: COMMAND MISSION
- METAL GEAR SOLID: THE TWIN SNAKES
- MISSION: IMPOSSIBLE—OPERATION SURMA
- MOBILE SUIT GUNDAM
- MVP BASEBALL 2004
- ONE PIECE: TREASURE BATTLE
- PIKMIN 2
- PILLAGE
- POKéMON COLOSSEUM
- POOL PARADISE
- RAINBOW SIX 3: RAVEN SHIELD
- RESIDENT EVIL 4
- RIBBITKING
- ROCKET POWER: ZERO GRAVITY ZONE
- SAMURAI JACK: THE SHADOW OF AKU
- SCALER: THE SHAPE SHIFTING CHAMELEON
- SCOOBY-DOO!: MYSTERY MAYHEM
- SHREK 2
- SPIDER-MAN 2
- STAR FOX
- STARCRAFT: GHOST
- STREET HOOPS
- STREET RACING SYNDICATE
- TALES OF SYMPHONIA
- TERMINATOR 3: REDEMPTION
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM AND JERRY IN WAR OF THE WHISKERS
- TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW
- UNITY
- WARIOWARE, INC. : MEGA PARTY GAMES
- WORLD CHAMPIONSHIP POOL 2004
- X-MEN LEGENDS
- ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

- A SOUND OF THUNDER
- AERIAL ACES
- ASTRO BOY
- BEJEWELED
- BOOKWORM
- CRASH BANDICOOT: PURPLE
- CT: SPECIAL FORCES 2—BACK TO THE TRENCHES
- CUSTOM ROBO GX
- DIGIMON RACING
- DISNEY'S HOME ON THE RANGE
- DISNEY'S PARTY
- DR. SEUSS: THE SEUSSATIONAL JOURNEY
- FAMITSA ADVANCE
- HAMTARO: RAINBOW RESCUE
- HYPERSPACE DELIVERY BOY
- KINGDOM HEARTS: CHAIN OF MEMORIES
- LADY SIA II
- MARIO GOLF: ADVANCE TOUR
- MARIO VS. DONKEY KONG
- MEGA MAN BATTLE NETWORK 4
- MEGA MAN MANIA
- METAL SLUG ADVANCE
- MICKEY'S MAGICAL QUEST 3
- MOBILE SUIT GUNDAM SEED
- MONSTER TRUCK MADNESS 2.0
- OGGY AND THE COCKROACHES
- ONE PIECE: GRAND BATTLE
- OPERATION: ARMORED LIBERTY
- PAINTBALL
- RADIUM
- RIVER CITY RANSOM ADVANCED
- RIVER KING
- ROAD RASH: JAILBREAK
- SABRE WULF
- SCOOBY-DOO!: MONSTERS UNLEASHED
- SD GUNDAM FORCE
- SERIOUS SAM ADVANCE
- SHAMAN KING
- SHREK 2
- SITTING DUCKS
- SONIC ADVANCE 3
- SPEED BALL 2: BRUTAL DELUXE
- SPIDER-MAN 2
- SPY MUPPETS: LICENSED TO CROAK
- SPYRO THE DRAGON: ORANGE
- SUPER COLLAPSE
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- TEN PIN ALLEY
- THUNDER ALLEY
- TINY TOON ADVENTURES: SCARY DREAMS
- TOM CLANCY'S SPLINTER CEL PANDORA TOMORROW
- ULTIMATE TABLE GAMES
- WADE HIXTON'S COUNTER PUNCH
- WIZARDRY: THE SUMMONING
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XS MOTO
- XYANIDE
- YU-GI-OH! RESHEF OF DESTRUCTION

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

I test myself by testing others. Kaijudo.

デュエル・マスターズ

DUEL MASTERS

TRADING CARD GAME

kaijudo.com

Catch the Action On CARTOON NETWORK

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SCREEN TEST

What's going on in the screenshot below? We've come up with the greatest caption in recorded history, but if you think you can do better, send your best lines to poweron@nintendopower.com.

The bus was tagged out, but poor Jimmy would never walk again.

YOUR SCREEN TEST CAPTIONS

Our line was: This is the worst slumber party ever.

Come on y'all, raise the roof! —*Boaz N.*

Limbo!! You cheat! You cannot lift the rod! —*Louis-Andre G.*

Dad, it's just a piñata, you don't have to kill it. —*Zachary B.*

YOU . . . SHALL NOT . . . PASS!! —*Dark Sword*

OK, time for lights out. No staying up late tonight, or else. —*Patrick Cunha*

Hmmm . . . this deodorant does keep one dry. —*Taka Koutoufaris*

The bachelor party took a turn for the worse when the entertainment turned out to be an old man with a stick. —*Chris Guler*

Dance Dance Revolution was the latest fad at the place. —*JellysLastJam*

Why can't you just take down the Christmas lights the old-fashioned way? —*Taylor H.*

Hey Prince, does this cloak of evil make me look fat? —*Charlie D.*

Somebody woke up on the wrong side of the bed this morning. —*Adam B.*

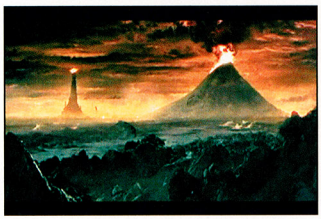
Bring it on, old man! —*Jeremy C.*

This lovely bedroom set comes complete with a crazed madman and his pointy stick for only $199.95. —*Tara S.*

Wait, Prince! Don't slice Waluigi's head off! —*JaoMao1*

LORD OF THE GAME

We've had a lot of interviews in Power On, but this is our first chance to interview the totality of all evil. Recently NP sat down with Saul Baker, a Hollywood actor and stuntman. Not only did he portray Sauron in the flashback scene of *The Lord of the Rings: The Fellowship of the Rings*, but he also played numerous Orcs and Uruk-hai. That made him the perfect person to review The Lord of The Rings: The Return of the King—and Saul was more than happy to give us his thoughts.



"You know, I hadn't played with a [Nintendo] GameCube much before this, but the Controller fit really nicely in my hands, even though I have big hands. But yeah, this game is awesome! It's cool how it starts you off as Gandalf in the battle of Helm's Deep. It really looks like him. In fact, all the characters look like the guys, though I think the best one was Aragorn. He was also my favorite character to play because his moves were so cool. I really like the levels where he fights the army of the dead—that whole sequence was great. I do think that this [game] was a lot harder than the last one [The Lord Of The Rings: The Two Towers], though I still found it easy to play. The environments were also really well done. I've been on those sets, and that's how they looked and sounded. The sound was great, especially since I hooked the GameCube up to a surround sound system. In fact, the only thing that sucked was having to be a good guy the whole time. I wanted to be a berserker or a cave troll. But it was okay because, except for one dead Rohirrim, I never really got to be a good guy in the film, so it was cool to be a good guy in the game."

EXTRACURRICULAR RECONDITE ENIGMAS SOLUTIONS

In Volume 177 we printed a number of crazy titles for games and promised you the answers at some point. Well, here they are. We've been getting some great ones from you as well, and we'll try to run them in an upcoming issue.

1. Crazy Taxi
2. Super Smash Bros. Melee
3. Beyond Good & Evil
4. Billy Hatcher & the Giant Egg
5. Monopoly Party
6. Enter the Matrix
7. Golden Sun: The Lost Age
8. Metal Gear Solid: The Twin Snakes
9. 10800: Avalanche
10. Smuggler's Run: War Zones
11. Final Fantasy Tactics Advance
12. Star Wars Bounty Hunter
13. Eternal Darkness
14. Resident Evil Zero
15. The Lord of the Rings: The Two Towers
16. XIII
17. Star Fox Adventures

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Rock the Vote!

www.nintendo.com/np_awards

Let your voice be heard in the annual Power Awards! We've got a scorching lineup this year—complete your ballot and mail it in, then vote for even more of your favorites in online-exclusive categories starting February 18.

2003 NINTENDO POWER AWARDS NOMINATIONS

Sample Online Award Categories

- Best Bad Dancing
- Best Part of a Title That Comes After a Colon
- Best Use of a Horse
- Best Story/Writing
- Best Voice Acting
- Cheesiest Quote or Tag Line on a Box
- Most Egregious Fashion Faux Pas
- Most Innovative Game Design
- The "Are You Hot or Not" Award
- The "Livin' in the '80s" Award

Samus Returns to Her Roots

www.metroid.com

Discover the mission that began Samus's legacy at metroid.com. The highly stylized site has everything from detailed enemy schematics to a Metroid: Zero Mission dynamic desktop theme that includes wallpapers, gameplay movies and screenshots, ship's log transmissions and a pet Metroid. And if you register your Zero Mission game at nintendo.com, you'll be able to download an even more complete version of the desktop theme.

Immerse Yourself in the Fantasy

ffcc.nintendo.com

Are you itching to check out the Final Fantasy: Crystal Chronicles battle system before you play the game? Now you can! Dive into the hands-on video footage on the gorgeous FFCC website. The site features incredible single-player (with or without the GBA) and four-player video demos of the game's unique GBA-GCN connectivity.

Colosseum Countdown

www.pokemon-games.com

In honor of Pokémon Colosseum's March release, pokemon-games.com is getting a new look! The first time you go to the site, you'll be prompted to visit the Purification Center, where you'll receive six Shadow Pokémon. You'll purify the tainted Pokémon by answering questions to unlock special downloads. The rogue group of Pokémon Trainers called Team Snagem also lurks around the site—defeat the evil Trainers at minigames to get past their blockades.

Your team of six Pokémon will appear on the right side of the screen each time you visit the site. The Your Team feature tracks your progress toward purifying your team.

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!

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The first rule of Pokémon is that you don't steal Pokémon. Unless you're the hero of Pokémon Colosseum. And then you call it Snagging.

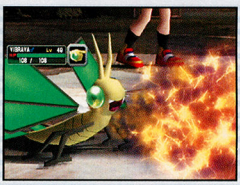
©2004 Pokémon. ©1995-2004 Nintendo/Creatures Inc./ GAME FREAK inc. Developed by Genius Sonority Inc.

Pokémon Colosseum

GET CONNECTED

BREAKING THE POKéMON MOLD

Most gamers expected Pokémon Colosseum to be merely a next-gen Pokémon Stadium rehash, but they didn't realize what developer Genius Sonority, composed of veterans from venerated RPGs, was really up to behind the scenes. The maverick team was indeed working on a spectacular stadium-battle mode—one that'd be sufficient proving grounds for apocalyptic Pokémon like Kyogre and Groudon. But Genius Sonority saw something new in Pokémon that merited a second, equally huge mode with rule-breaking RPG elements.

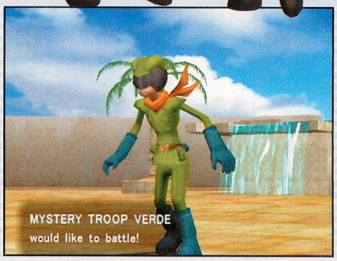


UNTOLD STORY

After Story mode's opening cinematic, in which a mysterious hero rips off a Pokémon-stealing—er, *Snagging*—device from petty crooks, blows up their hideout, then speeds off into a desert wasteland, you'll know that you're not in Kanto, Johto or Hoenn any more. You're in Orre, a desperate region where Pokémon are scarcer than water and where—cue applause from Pokémon Gold and Pokémon Silver fans—most of the superpowered Pokémon are those last seen in the Johto region. You'll want to Snag 'em all, of course, as you confront the greatest evil the world of Pokémon has ever seen.

You'll play a lone-wolf hero, accompanied by your Umbreon and Espeon, until you rescue a young woman from kidnappers. Voilà, a sidekick.

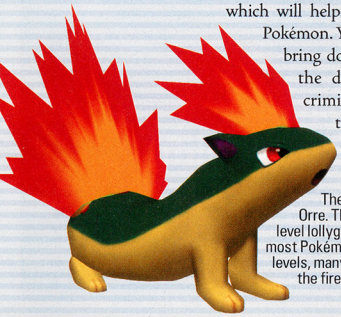
In another Pokémon first, the hero is an ex-villain. When you cross paths with Team Snagem, they reveal that you were a fellow crook.



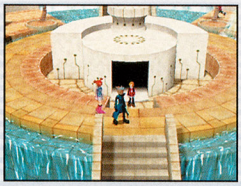
Every skirmish in Story mode is a Double Battle. You'll keep two Pokémon on the battlefield at all times, which demands complex strategy.

City Slickers & Urban Combat

In another major departure, Pokémon Colosseum's Story mode confines exploration and encounters to cities. You won't walk for miles on routes, scaring up wild Pokémon, like in the previous games. Orre's wilderness is barren; wild Pokémon aren't part of the scene. You'll select your target from the map, watch a cut scene that shows you racing through the desert, then arrive at your destination. The further you battle into Orre, the more you'll feel like you've stepped into a classic sci-fi flick—like *Logan's Run* or *Soylent Green*—where criminals and citizens live side by side, street battles are commonplace and technology has separated the haves from the have-nots. Fortunately, equipped with your stolen Snag Machine, you'll be among the haves, which will help you Snag a lot of Pokémon. You'll need 'em all to bring down the cause of all the disruption: a secret criminal organization that's corrupting the world of Pokémon.



The stakes are high in Orre. There's no time for low-level lollygagging. You'll catch most Pokémon at high experience levels, many already evolved, like the fire-breathing Quilava.



You and your sidekick will find mystery at every turn. Phenac City, one of the first areas you'll explore, overflows with water, though most of Orre is as dry as a bone.

The city's training gym is the most advanced ever seen in a Pokémon RPG. It'll prove invaluable for those who've never studied the Pokémon battle system and want to learn the basics.

In the previous games, battles rarely happened within cities. In Orre, towns are packed with Trainers who want to prove themselves and hooligans who want to strong-arm you.

Colosseums are scattered across Orre, and after you liberate one from the criminal organization, you can return to it and battle in its competitions for prizes and notoriety.

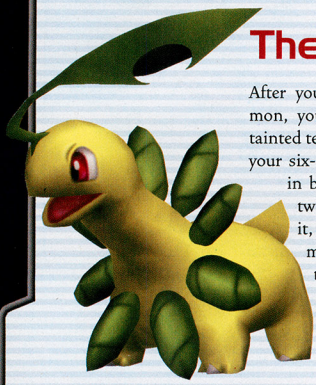
Snag Only Shadow Pokémon

With Snag Machine in hand, you'll have to defeat the evil organization by hook or by crook. The ends *will* justify the means, because the criminals are turning Pokémon against their natures and reengineering them into heartless battle machines touted as Shadow Pokémon—supposedly superior. Your job: to rescue as many as you can.

Your sidekick isn't just a pretty face with extra-huge eyes straight out of anime. Shadow Pokémon are indistinguishable from regular Pokémon, but not to your gal pal. She'll tip you off.

You can Snag only Shadow Pokémon, not the many regular Pokémon that you'll battle. When your psychic sidekick sees a dark aura, you'll know that you have a rare Snag opportunity.

To Snag the Shadow Pokémon, you'll need to battle it until it's weak, then launch a Poké Ball through your handheld Snag Machine to wrest the Pokémon from the battlefield.



The Purification Process

After you Snag a Shadow Pokémon, you'll need to purify your tainted teammate by including it in your six-member team or using it in battle. But there's a major twist. When you first catch it, it will offer you only *one* move, Shadow Rush (not the four moves typical for its level). The further you purify it, the more of its four moves it will reveal for your battle use.

Your Shadow Pokémon will often get overexcited during a battle, disobey you and launch into Hyper mode. When it does, it can use its Shadow Rush battering-ram attack with even more devastating effect.

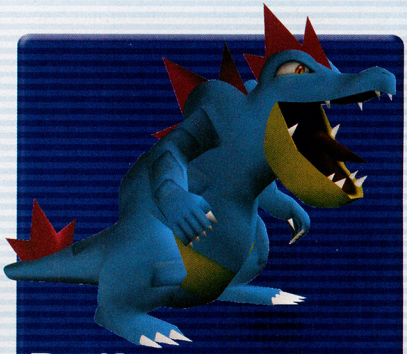
The remaining taint is shown on a five-bar purple meter. When Bayleef's taint meter dips below four bars, it reveals the first of four typical moves for its level. You'll need to purify it more to reveal additional moves.

The Long Road Ahead

In previous Pokémon games, you didn't need to learn about every one of the near-countless Pokémon, since there were plenty of wild ones to catch. But because Shadow Pokémon are scarce in Orre, there's a strong incentive to get to know *every* Pokémon. You'll need to squeeze all the advantages from your limited team until you Snag its next member, and there's no knowing how long that will be. In addition, a Shadow Pokémon won't gain levels—or learn level-up moves—until it's fully purified. You'll need to purge every trace of taint from its meter, then take it to an ancient relic hidden in Orre. By the time you stand before the relic and complete the process, you'll know the Pokémon better than many longtime fans of the series.

The relic is the key to unlocking your Pokémon's potential at last. If you've cleared all of the taint from its meter, the relic will indicate that it can complete the process.

When you submit the Pokémon to the relic's power, it'll undergo a huge transformation. It will reveal its fourth hidden move to you, usually one of its most powerful.



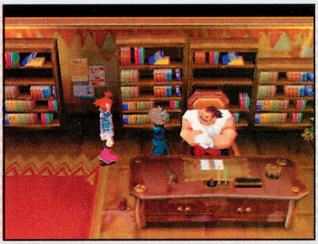
Purify—Then Qualify

Purifying a Pokémon will not only add its true power to your team—allowing it to level up, learn new moves and evolve—it will also qualify the Pokémon for entry to Pokémon Colosseum's Battle mode (see page 32). And after you finish the main Story mode mission, you can transfer all purified Pokémon to your Pokémon Ruby or Pokémon Sapphire Pak.

Corruption Runs Deep

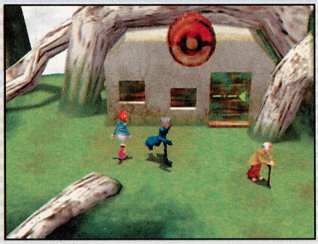
Every new Pokémon game has raised the bar for mischief-making. And though the two crews in Pokémon Ruby and Pokémon Sapphire—Team Magma and Team Aqua—nearly destroyed the planet on the GBA, you could chalk it up to good intentions gone horribly awry. In Pokémon Colosseum, however, the secret organization has spread its unmistakeably evil influence all over Orre, and you'll explore the region from its highest peak to its surprising depths to root out the corruption.

One of the zones will be under construction when you first see it. As your quest progresses, you'll witness staggering change in the area.

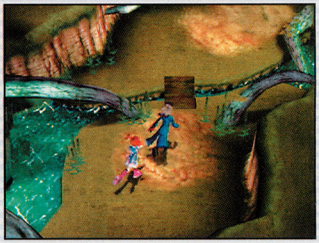


You'll meet many of Orre's movers and shakers, some of whom are caught up in an insidious plot with tendrils that reach all levels of society.

Local law enforcement has never played a huge part in a Pokémon game, but Orre is so rough that officers are stationed in the area. Whether they'll be helpful to you is questionable, however.



You'll need to learn how to survive without a Pokémon Center or Pokémon Mart around every bend, though you'll occasionally find an oasis at just the right time in your travels.



The Orre map covers far-flung destinations, some of which have tunnels and underground sections with myriad secrets, and even more criminals for you to battle on the hunt for justice.

Not Even Half of the Story

Gamers taking their first serious look at the Pokémon series won't have noticed the *most* shocking thing in these pages. Raikou, Entei and Suicune—the trio of legendary elemental Pokémon from Pokémon Silver and Gold—are returning with a vengeance. But will they be as wild and free as they were back in Johto, or enslaved as Shadow Pokémon by the criminals at large? The developers at Genius Sonority have created a Story mode with so many twists and turns that any guess would be a hazardous one. Though Story mode has surprises in store for all gamers, Pokémon fanatics will be floored by how different Orre is from anything they've seen before.

With crime bosses running rampant in Story mode, you'll need to watch your back. There are plots within plots, and ever more powerful Trainers pulling the strings.

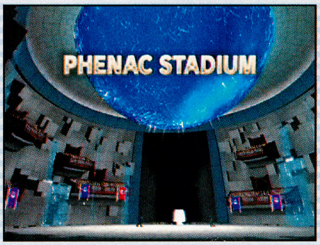
You won't clock even your first hour without realizing that Orre is unlike anywhere else in the world of Pokémon—even its colosseums are besieged by schemes.

BATTLE MODE: THUMBS UP

Pokémon Stadium had a sporting ring to its name, but Pokémon Colosseum has to live up to the image of Roman emperors, monumental battles and stands crammed with screaming spectators. The game's developers know what the crowd wants from Battle mode—the other side of the two-in-one title—and Battle Now, Solo Battle and Gang Battle give it to 'em.

Battle Now

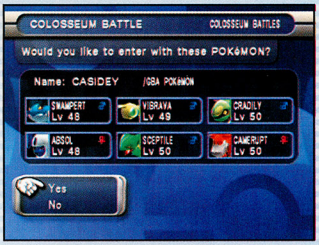
When you want to smash two teams together in a single-player game, Battle Now is the quick-play mode that fits the bill. After you pick Single Battle or Double Battle, then team level, you'll be assigned a random team to fight a random Trainer.



In Battle Now, all skirmishes are staged in Phenac Stadium. Break out a magnifying glass to get a sense of Battle mode's epic proportions: The arenas are so huge that Trainers as small as ants stare each other down before a battle.

Battle Now's teams throw Pokémon from Pokémon Ruby and Sapphire into the random mix. Right from the get-go, you'll be able to wield Pokémon with some of the most insanely powerful attacks possible.

Solo Battle



To use Solo Battle mode's single-player stadiums, you'll need to check in a fully purified Story mode team or a crew from Pokémon Ruby or Sapphire. (You'll need a Nintendo GameCube Game Boy Advance cable for the latter option.)

Pokémon from Johto and Hoenn will collide for the first time in Solo Battle mode. How will a Level-50 Swinub hold up against Swampert and Sceptile? In one of Solo Battle's many colosseums, you'll be able to find out for yourself.

Each colosseum looks radically different from the others. Each has a slew of Trainers with unique Pokémon teams to break through. But Mt. Battle breaks tradition entirely with an all-new challenge: fighting 100 Trainers on the way to the top.

Gang Battle

The multiplayer Gang Battle mode is a riot. Two or four players can bring in a team from a Pokémon Ruby or Pokémon Sapphire Pak. One player can choose to bring in a team from Story mode.

In Gang Battle, each GBA-based Trainer will control his Pokémon via a linked Game Boy Advance. You'll be able to command your team to use a specific attack and select a target Pokémon (in Double Battle) secretly on your GBA screen.

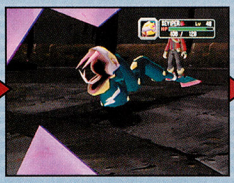
Two players face off in Single Battles or Double Battles. But four players must choose sides in a Double Battle, in which each Trainer hurls in a single Pokémon and gives it commands.

Spectacular Connection

Nintendo connectivity plays a big role in Battle mode: at long last, you can see your team from Pokémon Ruby or Pokémon Sapphire in 3-D. We linked two teams composed of the juggernauts exclusive to each GBA version, then let 'em have at each other to reveal how the GCN gives them unprecedented power.

Starter Solrock from the Ruby team hit first with its Solarbeam . . .

. . . which almost KO'd the Lunatone from the Sapphire team.



The Sapphire Trainer swapped in Seviper to use its Bite attack . . .

. . . as the Dark-type snap would smash the Rock-and-Psychic-type.

Ruby's Mawile resumed the fight and used Stockpile then Spit Up . . .

. . . to pummel Seviper with so much ammunition that it fell in battle.

Lunatone returned with its Psychic strike, weak against Mawile . . .

. . . but strong enough to KO it. Both Trainers hurled out new Pokémon.

The Sapphire Trainer threw in Sableye, which used Knock Off . . .

. . . to deliver a savage gash against the Ruby team's Latios.

Latios was swapped out with Groudon, who loomed over the field.

Groudon's presence brought sunny weather. Its Fire Blast brought pain.

To counter Groudon's titanic power, Sapphire sent in Latias . . .

. . . whose stunning Mist Ball strike brought Groudon crashing down.

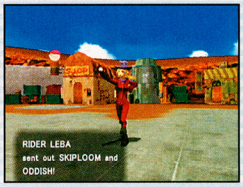
Later, as the battle raged, Kyogre shored up Sapphire's strategy . . .

. . . and KO'd the remnants of the Ruby team with its Ice Beam attack!

TRAINERS IN THE SPOTLIGHT

Pokémon aren't the only ones brought to life in Pokémon Colosseum. Trainers also get the full treatment. Heroes, crooks, competitors—they all have unique personalities, styles and Poké-Ball-pitching methods in both Story mode and Battle mode. Their presence raises the emotional stakes. The road to greatness is filled with fallen Trainers. Now you'll be able to see their crushed spirits in great detail.

No matter which Trainer you play in Pokémon Colosseum—Story mode's hero or the young man or woman from Pokémon Ruby and Pokémon Sapphire—you'll see his or her defiant attitude up close and personal.



Whether you're toughing it out in Story mode or Battle mode, you'll face a large variety of Trainers, each with a unique expression in everything from personal fashion to pitching style.

Petty crooks, team thugs, world-class charlatans—the criminal spectrum covers a wide range in Orre, and you'll be able to size up your opponent's intentions better than ever before in a Pokémon game.

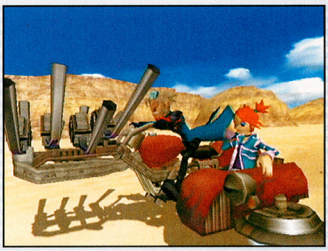
JIRACHI'S STARRING ROLES

If you reserve your copy of Pokémon Colosseum at a participating retailer before the game's release on March 22, you'll take home the Pokémon Colosseum Bonus Disc. The disc has a cool preview of the game, plus two exclusive extras that revolve around a super-powerful Pokémon. Step aside, Groudon and Kyogre. We're talkin' *Jirachi*. When you see what the pint-sized Pokémon can pull off after you check out its two bonus extras on the disc, you'll see why Jirachi's about to have a meteoric rise to fame. In a sneak preview of the upcoming flick, *Pokémon: Jirachi Wish Maker*, you'll see its cosmic powers on full display. You can also transfer Jirachi from the Bonus Disc to your Pokémon Ruby or Pokémon Sapphire Pak for your team, then transport it into Battle mode once you have your Colosseum copy. Backed by Jirachi's unique superpower—the Doom Desire attack—no Trainer or colosseum will survive your team's attack.

You're invited to the release party at Pokémon Center NY on March 22! Get the scoop at pokemon-games.com!

A MONUMENTAL EVENT

On March 22, the wait for a Pokémon RPG on the GCN will finally be over, and gamers will be awestruck by Colosseum's developmental genius. (Find out more about the game's development in our Genius Sonority interview on page 100.) Next month, you'll step into Orre at long last with NP's walk-through. We'll help you Snag your way to all-time Pokémon notoriety!



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ファンタシースターオンライン

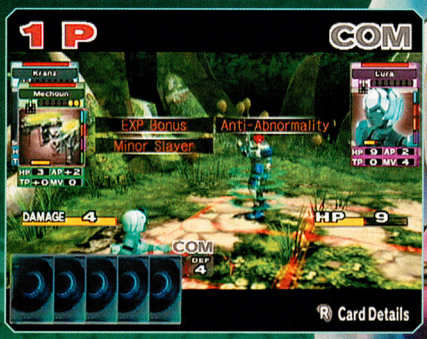
PHANTASY STAR ONLINE episode III C.A.R.D. Revolution

© SonicTeam/Sega, 2000, 2004.

THE PHANTASY CONCLUDES ON GCN.

The final chapter of Sega's epic online saga is quite unlike previous episodes. Rather than teaming up with your fellow players to explore Ragol, you'll engage them in card battles for control of the planet. Turn-based strategy replaces action role-playing, but the beloved Phantasy Star universe remains at the center. On the following pages, we'll show you how to survive the GCN-exclusive revolution.

TEEN T Fantasy Violence
CONTENT RATED BY ESRB



PLAYING OFFLINE

Before you jump onto the network for the first time, it's a good idea to play Episode III offline to learn the basics of the game system. The single-player Story mode will appeal particularly to PSO veterans, as it continues the story from the previous episodes. Playing offline is also the quickest way to build your card collection.

STORY

In Story mode, you'll assume the role of a commander, dispatching the characters under your command to various missions throughout Ragol. At the conclusion of certain battles, you'll be treated to a beautiful hand-drawn cut scene that advances the narrative. Your point of view on the events that unfold will differ depending on which side you choose (see page 38).

FREE BATTLE

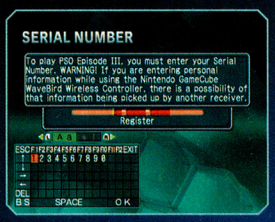
Up to four players can participate in Free Battle mode. It's a good opportunity for you and your friends to test your decks. If you wish to use characters from multiple Memory Cards, you must temporarily transfer all of them to a single Memory Card in Slot A. When you're finished, remember to transfer the characters back to their respective Memory Cards.

PLAYING ONLINE

Of course, the game's true appeal is its online component. Once you've connected to the network (see below), you can compete in free battles and tournaments, view battles as a spectator, trade cards with other players and download new quests that Sega will make available over time. The replay value provided by thousands of players around the globe is practically infinite.

GETTING ONLINE

To play online, you'll need either a Nintendo GameCube Modem Adaptor or Broadband Adaptor. After inputting your serial number and access key (provided with the game), you'll need to enter your network information and purchase a Hunter's License. The monthly subscription fee is $8.95 (the first month is free).



The process of getting onto the network can seem a bit complicated, but the game's manual provides detailed instructions. After you get connected the first time, subsequent journeys online will be a breeze.

!!! Episode I & II Players

If you already have a Hunter's License for PSO Episode I & II, you can play Episode III online using the same license. Just be sure to enter the serial number and access key from Episode I & II.

FREE BATTLE

Once you've made your way to the Visual Lobby (see page 39), you can ask other players to join you in a free battle. After you put together a group at the information counter, you'll be taken to the Morgue (the base of operations aboard *Pioneer 2*). Head to the transporter to select a map, choose your deck and modify the battle settings.

TOURNAMENT

You can sign up for an online tournament in the Visual Lobbies named LOBBY-CARD-01~05. Up to 32 players can compete, and there are two types of competition: Singles (one-on-one) and Team Battle (two-on-two). Wait for a Notice Message to appear, then go to the Visual Lobby where you registered for the tournament and stand by.

VIEW A BATTLE

You can also view a free battle or tournament between other players by joining or creating a Spectator Team. You'll be moved to a waiting room until the battle begins. During the battle, you can change your view with the Control Stick and chat with other spectators. Study potential opponents to learn their strategies.

COMMUNICATING ONLINE

There are numerous ways to communicate with other players online. You can type in a message using the onscreen keyboard, construct simple sentences from a number of preselected phrases, use symbols to express a feeling or action, activate various voice effects or send a message via e-mail.

CHARACTERS

The first time you play the game, you'll create a Player Character that serves as your commander. You'll use that character in the Visual Lobby and the Morgue or R-Base. The characters that you command in battle are your subordinates, represented by Character cards.

Play Both Sides

There are two sides to choose from, but you won't have to devote yourself to either one permanently. You can switch back and forth between Hero and Dark to experience everything the game has to offer.

HUNTERS Hero side

A specialized investigation team that follows the direct orders of the Principal Government, the Hunters use Item cards, which enable them to equip multiple weapons at once. Their base of operations, called the Morgue, is on the starship *Pioneer 2*.

ARKZ Dark side

A resistance group that believes there are hidden motives behind the Principal Government's actions, the Arkz summon creatures to fight their battles, giving them strength in numbers. The R-Base located on Ragol's surface serves as their headquarters.

CHARACTER CLASS

As in PSO Episode I & II, there are three character classes, each with its own strengths and weaknesses. Class is particularly important for Hero-side characters—it determines which types of items they can use.

Player Characters

Player Characters never actually partake in battles, so their character classes are mainly for aesthetic purposes.

As you progress through the game, you'll recruit characters from a number of different classes. It's integral to build a deck for each character that plays to his or her particular strengths and abilities.

HUNTER

Hunters (the character class, not the affiliation) are most effective with short-range weapons like sabers, daggers, swords and partisans. They're typically capable of taking and dishing out more damage than the other classes.

HU

RANGER

The Rangers are sort of the in-between class. Most of them aren't as physically tough as Hunter, but they can withstand more damage than Forces. They're particularly adept at firing long-range weapons, such as handguns, rifles and mechguns.

RA

FORCE

Forces can use certain blades and firearms, but their weapons of choice are canes, rods and wands. Though usually a bit wimpy, they're the best class when it comes to casting techniques. Be sure to load up their decks with Foies, Bartas and Zondes.

FO

THE MORGUE AND R-BASE

You'll prepare for upcoming battles at the Morgue (Hero side) or R-Base (Dark side). You can edit your decks, trade cards, chat with story characters and accept new quests there. The layouts of the two facilities are virtually identical (there must be only one architect aboard *Pioneer 2*). We've labeled the points of interest on the map below to help you navigate.

1 C.A.R.D. Trading Machine

As its name implies, the C.A.R.D. Trading Machine allows you to trade cards with another player. Each of you must stand in front of a terminal and select which card(s) you wish to exchange. You can also use the machine to view your collection and discard any unnecessary cards.

Return Point from Missions and Quests

2 Lab Chief or Captain

In Story mode, you'll receive official quests from the Lab Chief (Hero side) or Captain (Dark side). The officer standing at the nearby workstation can provide you with additional details on your current quest.

3 Optional Quests

From time to time, the person standing outside the Entry Counter will offer you freelance quests. They're not required to advance the game, but they're good opportunities to pick up extra cards.

4 Command Center

The Command Center is where you'll edit existing decks and create new ones. Much of the game's strategy comes from building effective decks. It doesn't matter how good you are on the battlefield—if you don't have the right cards to deal with the situation at hand, you won't last long.

!!! Talk to Your Characters

In Story mode, you'll find most of your characters standing in the large central area. Chat with them frequently to learn their backstories and possibly unlock bonus quests.

5 Entry Counter

When you're ready to head into battle, approach the Entry Counter to select a quest, modify the rules (when available) and choose a deck. While scrolling through the available quests, you can press the R Button to get a view of the battle maps.

NETWORK STRUCTURE

When you connect to the network, you'll be prompted to choose a Block. You'll then be transported to the Visual Lobby, where you can chat with all of the other players on that Block. Once you've found an opponent (or three other people for a Team game), you can organize your group at the information counter and head to the Morgue.

KNOW YOUR CARDS

The face of each card displays a variety of data. To use your cards effectively, it's vital that you understand how to interpret that information. In the diagram below, we've dissected a Nano Dragon card to explain the basics of Character, Creature and Item cards. Following that, you'll find a more detailed description of each specific card category.

Cost

The number of yellow circles indicates how many ATK points are necessary to play the card.

Range

The middle of the grid represents the card's position, while the white squares show you where it can attack (assuming the character, creature or item is facing forward).

HP Hit Points

Hit Points signify the amount of damage a card can withstand. The value decreases as the card comes under attack. When it reaches zero, the card is eliminated from the battlefield.

TP Technique Points

Technique Points express the attack power of a character or creature when it uses a technique. A technique is an Attack Action card with a yellow bar on its left border.

Resist Color

The colored bar at the top symbolizes the card's attribute. Your opponents can defend themselves from the card by playing a Defense Action card of the same color.

Right Color

The colored bars on the right border denote which types of Attack Action cards the character, creature or item can use (there are five types in all). The colors must match those on the left border of the Attack Action card.

AP Attack Power

A card's Attack Power determines how much damage it will inflict during an attack.

MV Movement Points

Movement Points indicate the maximum number of squares that a character or creature can move per turn.

HUNTERS: ITEM CARDS

Hunters use C.A.R.D. technology to create weapons and defensive gear. The Hero-side characters stand alone during battle, but they can equip multiple items to counter the Dark side's army of creatures.

Naturally, items can't move on their own, so Hero-side characters must be much more aggressive than their Arkz counterparts.

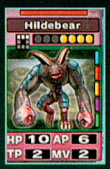
AP+ Item cards don't have their own Attack Power. Instead, they add points to your character's AP.

TP+ As with AP, some Item cards add Technique Points to your character's total.

HP Items do have their own Hit Points. As long as you have at least one item equipped, it will take any attack damage targeted at your character.

ARKZ: CREATURE CARDS

After gathering data on the creatures that inhabit Ragol, the Arkz have discovered a way to replicate them using C.A.R.D. technology. Dark-side characters themselves are less powerful than Hunters, but their creatures do most of the fighting.



The Arkz can summon creatures to do their bidding—their characters can stay out of harm's way.

AP Creatures can attack independently, so each one has its own Attack Power.

TP Certain creatures also have TP, allowing you to cast techniques without putting your character in danger.

MV Unlike items, creatures are capable of moving on their own. Positioning your forces is thus an important element of strategy when playing with an Arkz deck.

ATTACK ACTION CARDS

Attack Action cards can be played in conjunction with certain characters, creatures and items during the Action Phase (see page 42). Their effects vary from modifying the range of an attack to paralyzing the target.

Left Color

The color(s) on the left border of an Attack Action card must match the color(s) on the right border of the character, item or creature with which you intend to use it.

AP+ The AP is added to that of the character, creature or item that's using the card.

Right Color

Some Attack Action cards can be played in succession to create a powerful combo attack. The Right Color on the first card must match the Left Color on the second card.

DEFENSE ACTION CARDS

You can use Defense Action cards during your opponent's turn to protect a character, item or creature from an attack. The cost is in DEF points rather than ATK points.

Resist Color

Defense Action cards are effective only against cards with the same Resist Color.

HP+ The Hit Points on a Defense Action card are temporarily added to the target's total, reducing the amount of damage dealt to the target itself.

ASSIST CARDS

Assist cards modify the rules or conditions of the battle in some way. They can affect you, your party or everyone on the board. The cards are typically quite rare, and you won't have any of them in your collection at the beginning of the game. You can use only one Assist card at a time—if you play a second, it will replace the first.

DECK-BUILDING 101

A deck must consist of a Character card and 30 other cards from your collection. As tempting as it may be, it's not a good idea to load your deck with only your most powerful cards—the high costs can severely limit your options.

De-fense!

It's important to include at least a couple of Defense Action cards in each deck. You'll need them to protect yourself from powerful attacks and to prevent your best cards from being eliminated.

Tailor the Deck to the Character

As we mentioned before, your deck will be much more effective if you construct it with a character's abilities in mind. For instance, if a character can't use techniques, you should either leave them out of your deck or include creatures that can use them. By tailoring the cards to a specific character, you can defeat decks that would otherwise be more powerful than your own.

Extra Abilities

When you're looking at your cards, you can press the R Button to view additional information. Many cards have extra abilities that make them particularly useful in certain situations. Try to include cards with abilities that will play off your deck's strengths and minimize its weaknesses.

Extend Your Reach

Include cards with different ranges so you can attack from as many places as possible on the battlefield. The more diverse your attack options, the better.

!!! Upgrade Your Decks

At the end of every battle, you'll receive a pack of cards to add to your collection (see page 43). Study the cards carefully and implement them into the appropriate decks. You'll be surprised by the extent to which one or two new cards can improve an entire deck.

BATTLE PREPARATIONS

When you're happy with the quality of your decks, head to the Entry Counter (see page 39) and call up the Map screen, where you'll find the list of available quests. Highlight each one for a brief description and to see where the battle will take place. Once you've selected a quest, you can check out the rules and choose your deck. (A few of the missions will force you to use a particular character.) To start the battle, hit [Decide].

As you're scrolling through the list of available missions, you can press the R Button to view the battle grids, including the starting positions for you and your opponent(s). Consider the dimensions of the grid when you're selecting your deck.

OPENING ROLL

At the beginning of the battle, each player will roll a die to see who goes first. You'll then draw five cards from your deck. If you're unhappy with your initial hand, you can discard it and redraw once. Choose that option if you don't start with at least a couple of Item or Creature cards. You'll need those cards early on to protect your character and start putting pressure on your opponent.

!!! First-Turn Penalty

Whoever wins the roll to go first won't be allowed to attack until his or her second turn. That gives the other player a chance to put some cards on the board before being pummeled.

ANATOMY OF A C.A.R.D. BATTLE

After the opening roll, the players take turns until a character is eliminated (in a team battle, you must defeat both opponents' characters). Each turn is divided into the five phases described below.

BATTLE PHASE 1: DICE

At the beginning of the turn, you'll roll the dice to determine your Attack (ATK) and Defense (DEF) points for the turn. You'll use the points to play cards, move and perform actions. The higher number automatically becomes your ATK points.

BATTLE PHASE 2: SET

During the Set phase, you'll use your ATK points to equip items or summon creatures from your hand. You should plan the rest of your turn during this phase so you have enough points left for the Move and Action phases.

HUNTERS

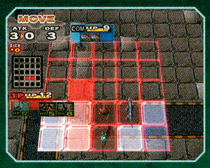
Hunters can equip multiple weapons and/or defensive barriers per turn (though the total value of your in-play cards cannot exceed eight points). It's crucial always to have at least one piece of gear equipped to avoid taking damage to your character when your opponent attacks.

ARKZ

Arkz are armed with only a weak default weapon, but they can summon as many creatures as their ATK points allow (they, too, are limited to a total of eight points for in-play cards, however). A Dark-side character is no match for a Hunter, so you'll want to get some creatures on the board as quickly as possible.

BATTLE PHASE 3: MOVE

You can move a creature or character one square per ATK point. Just remember to save points for the Action phase—it doesn't do much good to move next to an enemy if you don't have any points left with which to strike.



HUNTERS

Since Hero-side players have only their characters to move, they'll typically spend far fewer ATK points during phase three. That doesn't mean there's no strategy involved, however. If you rush toward your opponent without thinking, you could find yourself surrounded by creatures on the next turn.

ARKZ

Dark-side players have to move each of their attack pieces individually, making resource management a bigger part of their game. You'll sometimes have to be patient and get your creatures into position before you launch an assault. If you go after a Hunter with one creature at a time, they'll likely get cut down before they can do much damage.

BATTLE PHASE 4: ACTION

Each attack with an item, creature or character costs one ATK point. Your commands will be carried out in order, so try to anticipate the results of each action to avoid wasting an attack on a card you've already defeated.

HUNTERS

When you attack with an item, the weapon's AP is added to your character's to determine the amount of damage inflicted by the assault. Use your best weapons against your strongest foes. As satisfying as it may be, it's not wise to whack a Rag Rappy with your best sword when there's a Hildebear standing next to you.

ARKZ

Before you can start dealing damage to a Hero-side character, you have to break through all of his or her equipment. Shields and barriers must be destroyed first. After that, set your sights on the weapons that have the greatest potential to cause you harm.

Casting Techniques

To play a Technique card, you must have a character or creature that can cast it (indicated by a yellow bar on the right border). The TP for the technique and the character or creature are added together to determine how much damage the strike will inflict.

ATTACK ACTION COMBOS

NP You can create powerful combos by playing certain Attack Action cards in succession. The Right Color of the first card must match the Left Color of the following card. That color must also match one of the colors on the right border of the Character, Item or Creature card that's attacking.

The combined AP of all three cards becomes the total Attack Power for that assault. Combos are a great way to take down powerful opponents (don't waste the cards on lesser items or creatures).

!!! Dice Bonus

Every time you destroy an opponent's card, points are added to your Dice Bonus meter. When the meter's full, you'll get a +1 bonus to your ATK and DEF points each turn.

BATTLE PHASE 5: DRAW

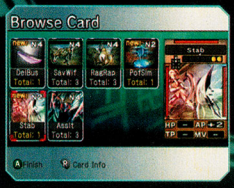
At the beginning of the Draw phase, you can discard any unwanted cards from your hand (consider your decision carefully—you won't be able to get the cards back). You'll then draw from your deck until your hand is back up to five cards.

DEFENSIVE ACTIONS

During your opponent's Action phase, you can play Defense Action cards to defend yourself from attacks. You must have enough DEF points to pay the card's cost, and the color at the top must match the color of the card that's attacking you.

If your opponent attacks multiple targets, you can choose which ones to defend. Consider the importance of each card, how many Hit Points they have remaining and the power of the attack. Saving a Defense Action card for the right moment can be the deciding factor in a battle.

NEW CARDS!



At the end of every battle, you'll receive a letter grade based on your performance (how quickly you were able to win, how many cards you eliminated, etc.). You'll also get to open a "pack" of cards. Your letter grade determines the number and rarity of the cards in each pack. The better you perform, the more cards you'll receive. Cards marked "new" are ones that you don't yet have in your collection. There's a whopping 477 cards in the game, so collecting all of them will take quite some time.

WAR ON RAGOL

Despite the radical change in gameplay, Episode III continues the narrative from previous PSO games. As you play through Story mode, you'll discover why the people of *Pioneer 2* have splintered into two factions and why they have yet to settle on Ragol's surface, 21 years after the events of Episode II. Below are brief introductions to the first few missions for each side.

HUNTERS: Hero side

1: FOSSIL FIND 1

vs. LURA (RAcaseal)

A research team on the planet's surface is in danger. The small three-by-three grid on which you'll confront Lura will allow you to attack her quickly.

2: HAYWIRE PALLET

vs. ENDU (HUmar)

The Arkz have caused a malfunction in the high-speed transit network called the Via Tubus. Endu's Rag Rappies shouldn't present much of a threat.

3A: SIGHTING 1

vs. LURA (RAcaseal)

You'll run into Lura again on the Via Tubus. She'll come at you with Al Rappies and wolves. Take out the baddies as you make your way across the long grid.

3B: FOSSIL FIND 2

vs. BREAK (FOmar)

You're charged with guarding the research team at the fossil site. If you embark on Sighting 1 first, this mission will disappear from the quest list.

!!! Cut Scenes

If you assign the right character to a particular quest, you'll see a cut scene at the battle's conclusion. The first appears if you send Sil'fer to Fossil Find 2. To trigger more of them, talk to your characters for hints about their relationships with the other characters and try to match them against those opponents.

ARKZ: Dark side

1: FIRST BATTLE

vs. Sil'fer (HUnewearl)

You must stop the government's overdevelopment of Mortis Fons. Try to surround Sil'fer and destroy her weapons before she can get to your character.

2: RECON DUTY 1

vs. Kranz (RAmar)

You're dispatched to investigate the government's Via Tubus high-speed transit network. Kranz is a Ranger, so try to flank him to avoid being gunned down.

3: RUIN SMUGGLER

vs. Sil'fer (HUnewearl)

The ruins at Unguis Lapis are being ransacked. Let Sil'fer come to you, then surround her again with the toughest creatures you've got.

BONUS: LOVE QUEST 1

vs. Ino'lis (FOmarl)

To learn about Love Quest 1, talk to the person to the left of the Entry Counter door before you embark on Ruin Smuggler. You can do only one or the other.

PHANTASTIC!

Turn-based strategy games are a dying breed these days, so it's a treat to get one that's not only deep, complex and beautiful, but playable online, to boot. The single-player mode is more fun than in the previous episodes, and fans of the series will finally get to see how Sega's epic saga ends.

TACTICAL ESPIONAGE ACTION

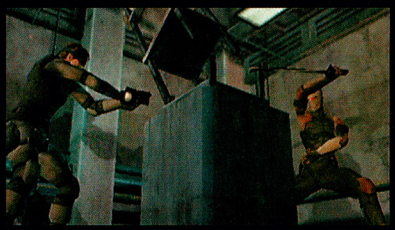
METAL GEAR SOLID®

THE TWIN SNAKES

©1987, 2003 Konami Computer Entertainment Japan

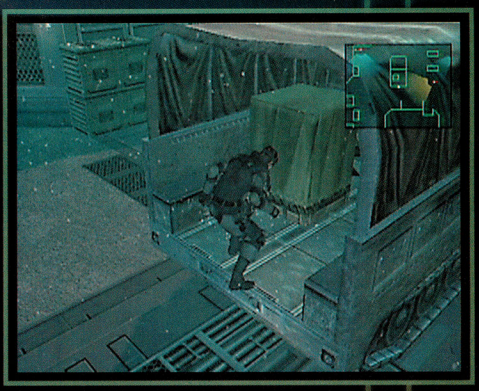
METAL. GEAR. SOLID.

The wait is almost over. The title that has dominated our wish lists for months is nearly upon us. In March, Konami, Silicon Knights and Nintendo will bestow one of the greatest video games of all time—Metal Gear Solid: The Twin Snakes—on eager GCN owners around the globe. We finally got our hands on the epic remake of Hideo Kojima's tactical espionage action masterpiece, and thus far the game has met (or exceeded) all of our lofty expectations. Whether you're new to the series or a devoted fan, The Twin Snakes is shaping up to be among the year's most enthralling adventures.



AN ARMY OF ONE

The storyline of Metal Gear Solid is one of the most compelling narratives in gaming. It puts you in the role of an elite military operative code-named Solid Snake. A nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago has been captured by Next Generation Special Forces, led by members of FOXHOUND—Snake's former unit. They're demanding that the government turn over the remains of Big Boss (the legendary commander of FOXHOUND, who Snake defeated in the original Metal Gear for NES) within 24 hours, or they'll launch a nuclear strike. Snake's mission is to infiltrate the facility and rescue two hostages (DARPA chief Donald Anderson and ArmsTech president Kenneth Baker), then eliminate the terrorist threat and prevent a nuclear catastrophe.



How can one man possibly contend with an entire unit of special forces? By sneaking around. The key to Metal Gear Solid is stealth. If you storm into a room with guns blazing, you'll quickly find yourself overwhelmed and outgunned. A better approach is to keep your enemies unaware of your presence. A radar display in the upper right-hand corner of the screen shows you the location of any guards nearby, with cones that represent their fields of vision. Your surroundings offer plenty of opportunities to hide (more on that later), but staying out of sight doesn't necessarily equate to avoiding confrontation: you can line up a head shot from afar or sneak up on an unsuspecting terrorist and incapacitate him with your bare hands. That's one of the things that makes Metal Gear Solid so revolutionary (and so much fun)—the ingenious game design allows you to tackle situations in a variety of ways. Everyone will experience the game a bit differently.

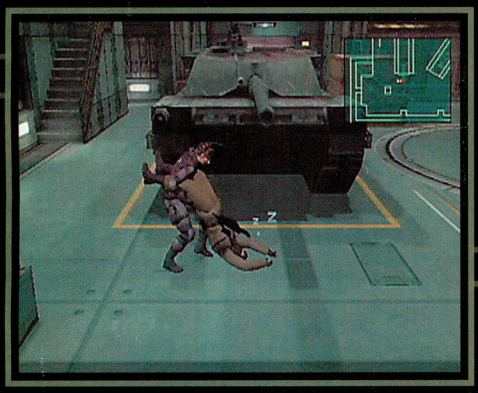
The cast of characters is equally intriguing. Solid Snake may not be as debonair as some other secret agents, but he gets the job done, and he's as tough as a three-dollar steak. It's a good thing, too, since the members of FOXHOUND are pretty dangerous hombres themselves. Each has a specialty that presents Snake with a unique challenge (the boss battles in the series are renowned for their diversity and creativity). The characters are also endowed with well-developed personalities that provide the story much of its depth. Our personal favorite is Revolver Ocelot, an old-fashioned gunslinger with a penchant for interrogation who ends up playing a more profound role than initially indicated.

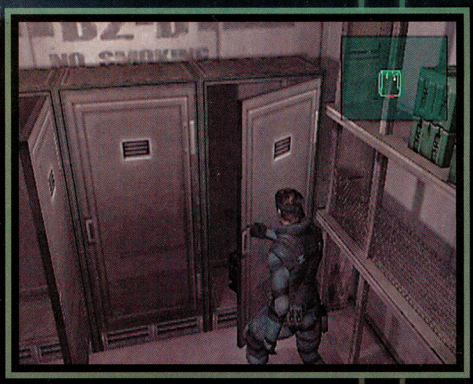
The characters come to life thanks to some top-notch voice acting and incredible animation. (On an interesting side note, David Hayter, the voice of Solid Snake, cowrote the screenplays for the X-Men films.) For the cinematic sequences, Konami conducted extensive new motion-capture sessions to imitate real-life movements as closely as possible. They even blasted a man through the air with a pneumatic catapult to simulate a soldier being kicked down a hallway by the game's cyborg ninja. The effort behind the rest of the game's presentation was probably less painful, although every bit as dedicated. The stirring orchestral soundtrack is worthy of a major Hollywood motion picture, and the amazing sound effects plunge you into the here-and-now (particularly when experienced through Dolby Pro Logic II).

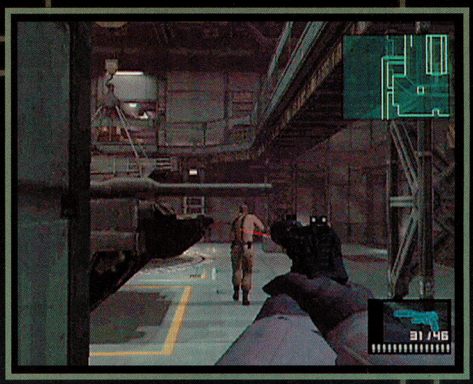
To put any potential doubts to rest, The Twin Snakes retains everything that made the original Metal Gear Solid an instant classic. Of course, Silicon Knights and Kojima's team at Konami weren't content with merely porting the original PlayStation game to GCN. They've made improvements far beyond the expected cosmetic upgrades.

REFORGING A LEGEND

The visual overhaul is the first thing you'll notice, however. The environments are much cleaner than they were in the original, and the character models are more detailed. The real eye-openers, though, are the remastered cut scenes directed by famed Japanese film director Ryuhei Kitamura (*Versus, Alive*). Clocking in at over three hours, the cinematics are violent, frenetic and brilliantly over-the-top. They lend another layer of style to a game that was already overflowing with it.







Perhaps even more substantial are the gameplay modifications. All of the play mechanics introduced in Metal Gear Solid 2: Sons of Liberty have been added to The Twin Snakes. For instance, you can now peek around corners and shoot from the first-person view. To counter those new abilities, the enemy AI has been improved substantially. If you take cover after being spotted, the guards will begin a methodical search for you, shouting, "Clear!" as they secure each area. Fortunately, you have a number of new ways to evade their detection. You can hang from railings, squeeze behind bookshelves and even hide inside lockers. Short of infiltrating a real-life military base, it's unlikely you'll find such an exhilarating sense of tension anywhere else.

SOLID? TRY BRILLIANT.

As you can probably tell, we're very excited to see Metal Gear Solid come to the Nintendo GameCube. The Twin Snakes is an unparalleled achievement in storytelling, presentation and game design. It's one of those rare "event" games that are not to be missed (as long as you're age 17 or older—the game has been rated M for Mature by the ESRB). Our coverage of Solid Snake's genre-defining adventure has just begun. Basic training gets under way next month.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

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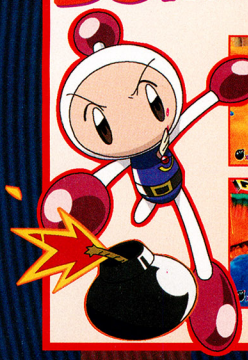
PLANET BOMBER IS IN PERIL!

A devious group called the Hige Hige Bandits is up to no good again—they've sent an artificial comet called Dark Star on a collision course for Planet Bomber. It's up to Bomberman and Max to foil their plans and avert disaster by destroying the Dark Star's four massive engines! Majesco has supercharged its latest GCN-exclusive Bomberman experience with a few fresh twists (such as new bombs), immersive areas and all the addictive multiplayer fun Bomberman fans adore.

BOMBERMAN



Bomberman is the story's sprightly protagonist. He's an explosives expert, who will blast anything that stands in his way with his specialized bombs. Bomberman can also call upon unique creatures called Charaboms to enhance his abilities and attributes.

MAX

Max is Bomberman's partner. He can open large doors to help the intrepid bomber reach new areas. Hold B to use Max's Hyper-Plasma Bomb—it comes in handy for disintegrating massive doors and instantly evaporating all onscreen enemies. Press the Y Button to switch between Max and Bomberman.

ALL-PURPOSE EXPLOSIVES

Bombs do double duty as weapons and essential tools on Planet Bomber. You'll use them to open doors, blast obstructions and hit bridge switches that may seem out of reach. With an accurate bomb toss, you can trigger most switches with ease. Surprise enemies by drop-kicking bombs at them from afar (drop a bomb and walk toward it to kick it).

THE RIGHT BOMB FOR THE JOB

Experiment with the different bombs you find—they all have unique attributes. Some are invaluable for obliterating multiple enemies at once when they're spaced too far apart for a normal bomb to do the job. The Aqua Bomb, for instance, creates droplets that fly after all enemies in a wide radius, causing severe damage.

CHARABOM CARE

You'll discover creatures called Charaboms throughout your quest. The Charabom you have equipped will gain experience by eating fruit you find in each area—level them up to increase their power and effectiveness. If you find yourself using certain Charaboms more than others, focus on the oft-used ones' growth to build their strengths faster.

BACK TO YOUR OLD BLASTING GROUNDS

As you explore each area, you'll run into sections that you can't access. Return to such areas after you've acquired new Charaboms and abilities—you'll be rewarded with valuable items and cards.

SMART-BOMBER

You'll need catlike reflexes and a quick mind to defeat some bosses and enemies—particularly those who are nearly impervious to normal bomb blasts. Use Ice Bombs to bring down foes who fly or hover. When enemies give chase, lay a line of normal bombs in their path to increase your odds of hitting them.

MULTIBOMBER MODES

The extraordinary variety of multiplayer modes and minigames in Bomberman Jetters makes for infinite replay value and immeasurable fun for up to four players. Collect power-ups in the survival-based Standard Battle, round up Ballons in the Battle for Ballons, and more! Many of the games feature popular Bomberman series personalities as playable characters.

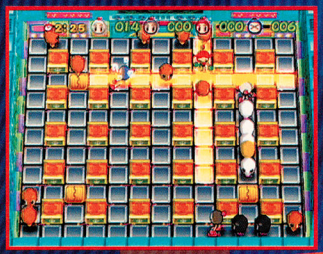
STANDARD BATTLE MODE NP

The Standard Battle is all about speed. Bomb your way to power-ups—when an opponent gets knocked out, snatch up the dropped goodies. If you get taken out, you'll have a chance at revenge (make sure the Revenge option is set to ON or SUPER in the setup menu). Toss a bomb into the fire to hit nearby players—how sweet it is!

ONE-TWO BATTLE MODE

Hit the switches in numerical order in One-Two Battle mode. Keep a sharp eye on the field—when every numbered button is revealed, dash for switch 1. If you hang close to it, you'll have a better chance of winning. Don't step on a number smaller than the last one you stepped on, or you'll lapse back to the lower number.

BATTLE FOR BALLONS



In the Battle for Ballons mode, stay close to the trapdoors and grab any Ballons that float by. The less you have to run around with Ballons in tow, the better—the more you're dragging, the slower you'll move. Yellow Ballons rack up the points, so when you see one, grab it before someone else does!

IT'S THE BOMB!

Bomberman Jetters lives up to the Bomberman legacy—fast-paced fun that's just as enjoyable alone as it is with your friends (although there's something strangely satisfying about blowing up your friends). With four massive areas to explore in the Story mode, Charaboms to evolve, characters to unlock plus a ton of rousing multiplayer games, you're sure to have a blast!

007™ EVERYTHING OR NOTHING™

NOBODY DOES IT BETTER THAN EA GAMES IN THE LATEST JAMES BOND ADVENTURE FOR GCN.

SIZE ISN'T EVERYTHING ★

In Everything or Nothing, British superagent James Bond must foil the diabolical plans of ex-KGB agent Nikolai Diavolo, who commands an arsenal of microscopic but deadly nano robots. Although the game's plot is original, it unfolds like a vintage Bond film, and the new third-person perspective creates the most cinematic Bond game to date. Players will have to think and act like 007, using every gadget and trick in the book to complete their mission goals. It's amazing what you can pack onto a three-inch disc. Take a look.

Developed by EA studios in California and Canada, Everything or Nothing features stunning 3-D graphics, a soundtrack worthy of a Hollywood blockbuster and a cast of new and returning characters as memorable as any in the Bond universe.

Gameplay is the real draw, and the Bond team dug deep to provide new thrills, like the rapelling gadget for climbing walls, and more white-knuckle driving than in Crazy Taxi. Everyone will love it, except maybe Q.

THINK LIKE BOND ★

Bond makes the most of every situation, whether it's opening a valve to cook an enemy with scalding steam or coaxing a villain to his doom. Every stage has several Bond Moment opportunities for players clever enough to discover them. If you do, you'll earn points and usually gain an advantage.

Who needs a key when there are boxes of TNT scattered in front of a locked door? Bond certainly doesn't.

Most stages are filled with hidden opportunities. If you see a valve, for instance, turn it to see what happens.

When the crowd gets rowdy in New Orleans's Kiss Kiss Club, Bond brings down the roof—or at least the scaffold—to restore order and earn a Bond Moment.

You can earn some Bond Moments by blending into your surroundings. What could be less conspicuous than massaging a patient in the spa?

Rack up high scores to unlock extras, such as production stills and weapons.

GAME BOY ADVANCE Q ★

Q-Branch has been working overtime to turn your Game Boy Advance into a useful piece of spy technology. Insert a copy of Everything or Nothing into your GBA and connect the handheld to your Nintendo GameCube to unlock extra functions that appear on the GBA's screen. No superfancy gizmos from Q required—just a GCN/GBA link cable.

Useful hints from M appear on the GBA's screen at the beginning of missions.

The Q-Transceiver screen keeps you up to date on mission time, objectives completed, enemy casualties and rounds fired.

ACT LIKE BOND ★

It's not enough merely to think like a double-o agent; you also have to be able to perform at peak levels and at a moment's notice. Bond is known for his driving expertise, technological savvy and incomparable hand-to-hand and armed fighting skills. As you play Everything or Nothing, you'll have to prove that you are just as much of a renaissance man as 007.

BOND ON THE RUN

Whether he's driving an Aston Martin V12 Vanquish or piloting a chopper through desert canyons, Bond never stops moving. Your ride may be provided by Q Branch, or you may have to jack whatever's handy.

You won't find cars like the Porsche Cayenne at the local dealership. The supermodified SUV is tricked out with missiles, dual machine guns, tracking radar and a cloaking device.

Bond takes to the air during a helicopter chase that winds through the Valley of the Kings in Egypt. Fast reflexes and a steady hand are essential to your survival.

Q GOES ALL SPIDEY

With the rappel gun for climbing straight up walls Spider-Man-style and the Q-Spider robot for skittering into holes to reach places Bond could never go, it seems that Q-Branch has been inspired by the versatility of arachnids. Bond has plenty of other high-tech gadgets to help him slice through Diavolo's web of intrigue, such as coin grenades, supermagnets and a suit that makes its wearer invisible.

Guide the Q-Spider into tight spaces Bond can't reach. You can use it to spy on foes and gather useful items.

LICENSED TO KICK BUTT

Everything or Nothing's Bond has more combat tools than ever before. The game's firearms range from the standard-issue P99 to rocket launchers, sleeper darts, grenades and explosive robotic rovers. Bond's hand-to-hand combat repertoire includes the use of everyday objects found lying about.

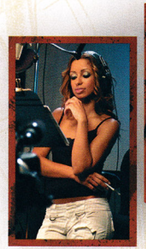
Bond's weapons range from the realistic to the fantastic. The game's revamped targeting system boasts automatic and precision aiming capabilities.

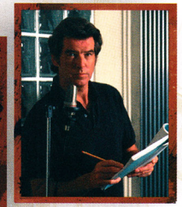
For the first time in a Bond game, players can use incidental items found in the game. Wrenches, bottles and other objects make great weapons.

Charging into a room with six-shooters blazing may not be the most prudent course of action. Consider using Bond's stealth techniques to dispatch enemies silently and avoid raising an alarm. Moves are taught at an MI6 training facility.

LOOK LIKE BOND ★

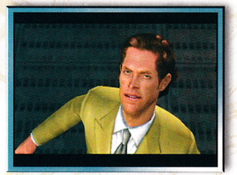
Everything or Nothing goes the extra mile to create a truly cinematic experience in the action stages and cut scenes by using excellent 3-D likenesses of Pierce Brosnan (Bond), Judi Dench (M), John Cleese (Q), and Bond newbies Willem Dafoe (Nikolai Diavolo), Shannon Elizabeth (Serena St. Germaine) and Heidi Klum (Katya Nadanova).





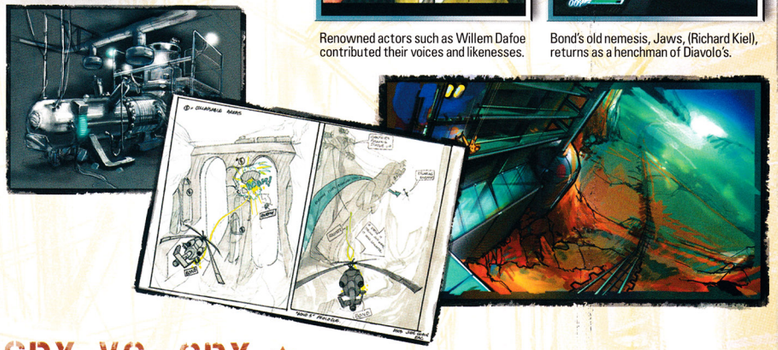
...AND SOUND LIKE MYA

The game includes the voice talent of the cast listed above, and an original Bond theme song by Mya, who also plays the role of Mya Starling, an NSA agent in New Orleans who helps Bond.



Renowned actors such as Willem Dafoe contributed their voices and likenesses.

Bond's old nemesis, Jaws, (Richard Kiel), returns as a henchman of Diavolo's.



SPY VS. SPY ★

No James Bond game for the GCN would be complete without intense multiplayer modes, and Everything or Nothing gives us a new two-player cooperative mode. You and a friend will work for MI6 on dangerous multiplayer-exclusive missions. Arena matches for up to four players feature three ways to play. In Race mode, players cooperate to beat the clock and complete tasks. Scramble mode matches are all about achieving specific goals, and Arena mode's challenge is to stay alive.

Players can work together or independently in the split-screen Cooperative mode.

Up to four players track each other in arenas that you'll unlock by completing co-op multiplayer stages.

FALLING FOR BOND ★

From Egyptian tombs to Moscow's Red Square, every step you take in Everything or Nothing will be filled with danger and excitement. The variety and inventiveness of the gameplay is staggering. One moment you'll be lost in a pitch-black catacomb, and the next you'll be leaping from a cliff to save Shannon Elizabeth! Happy landings.

007™ EVERYTHING OR NOTHING™

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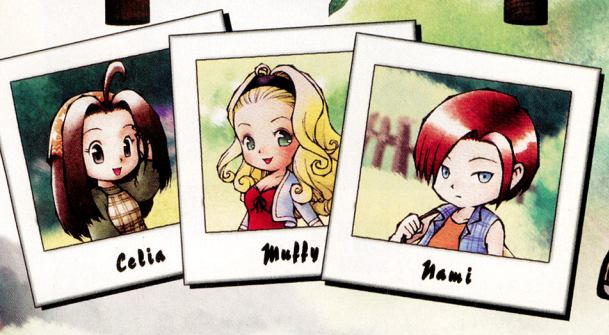
NINTENDO POWER®

Nintendo Power's Official Mini Player's Guide!

HARVEST MOON
A Wonderful Life



Howdy y'all, and welcome to our Harvest Moon: A Wonderful Life guide. We'll reveal how to woo your favorite country gal, grow top-notch crops, raise healthy, happy livestock, and more!

EVERYONE E CONTENT RATED BY ESRB
Alcohol Reference
Suggestive Themes

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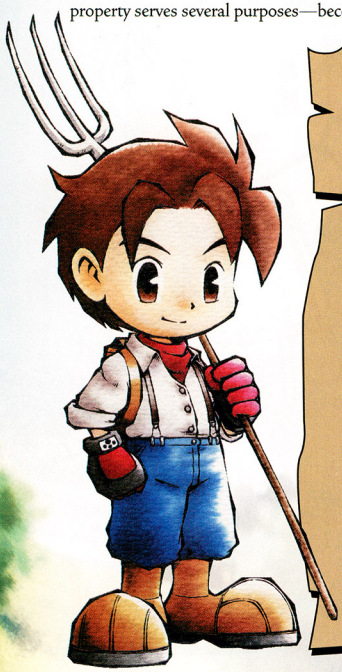
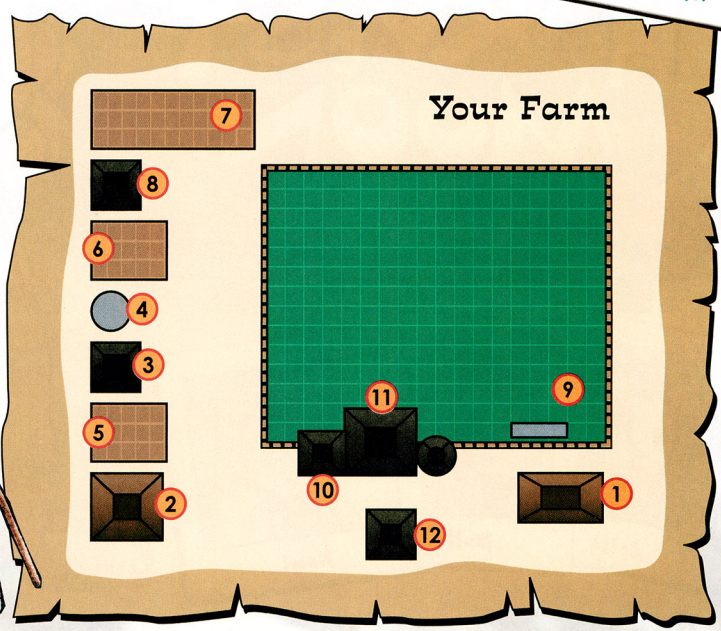
A Country Life for Me

When you live on a farm, every new day is a chance for fun. After you inherit your late father's farm, your life in Forget-Me-Not Valley begins. In Natsume's A Wonderful Life, you'll rear livestock and crops, forge friendships, choose a bride, raise your son and participate in many other activities—both workaday and extraordinary—over the span of 30 years. Will you spend your days working hard on your farm, or will you while away the hours fishing and courting your favorite girl? The path your life takes is up to you!

Down on the Farm

Life on a farm is peaceful and rewarding, but it's also hard work—till the land, raise livestock, sell the fruits of your labor. You'll spend a good portion of each day tending to your farm's growth. Each building on your property serves several purposes—become familiar with them and build a daily routine that suits you.





1 TAKAKURA'S HOUSE

Your late father's partner, Takakura, lives near the food storage building. Talk to Takakura—he'll offer you sage farming advice and new recipes. In year two, you can meet Tartan in the house (see pg. 57).

2 YOUR HOUSE

In your home, you can cook, watch TV, sleep, write in your diary (to save your game), and view the calendar and Takakura's notes.

3 CHICKEN COOP

Your chickens and ducks live in the chicken coop. You can incubate fertilized eggs and feed your fowl in the coop.

4 WATER SPOUT

Fill your watering can from the water spout so you can water your crops. Approach the spout with the watering can equipped and press A to fill it.

5 INFERTILE FIELD

You can plant seeds in your farm's infertile field, but you'll need to use a large amount of fertilizer to produce high-quality fruits and veggies.

6 FERTILE FIELD

The fertile field is a medium-quality plot of soil. You'll need to use a moderate amount of fertilizer to grow the best crops.

7 VERY FERTILE FIELD

The very fertile field is the best-cultivated soil on your farm. The plot will yield the highest-quality crops and require the least amount of fertilizer.

8 ???

The mysterious, gray shed will remain locked while it isn't in use. It may have a purpose later on....

9 PASTURE

Let your livestock out to graze in the pasture when the weather is nice. You can also cut fodder for your animals with the sickle.

10 TOOL SHED

Your tools, seeds and other odds and ends are stored in the tool shed. When you order new tools or bird feed, Takakura will place them on the shelves in the shed.

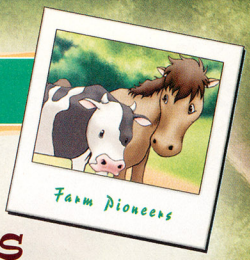
11 BARN

Your cattle, goat, horse and sheep all live in the barn. Each animal has its own stall where you'll feed, milk and care for it.

12 FOOD STORAGE

The food storage building is where the food storage container, dairy and eggs shipping bin, and ledger are kept. Use the ledger to manage your money and order new animals, tools, buildings and more.

Livestock Livelihood



Raising livestock is one of the most efficient ways to earn money. Milk your first cow twice per day and sell the milk. When you've earned enough money, purchase two chickens (a male and a female) to start producing eggs. Sell the regular eggs, but incubate fertilized eggs to expand your clutch.

FIELD TO FODDER

Use the Heavy Sickle you start out with to cut the grass in the pasture behind the barn. The cut grass will be stored as fodder in the adjacent silo. In the barn, remove fodder from the silo and place it in each animal's trough—if an animal hasn't eaten in half a day, you must feed it by hand.

SUNNY DAY, LET 'EM OUT TO GRAZE

Let livestock out to graze when the weather is nice. A little sunshine and fresh air help to keep your animals healthy and in good spirits. Use the bells on the outside and inside of the barn to move your livestock to and from the pasture—the outdoor bell will call the animals out to the pasture and the indoor bell will beckon them into the barn.

HAPPY, HEALTHY AND CLEAN

In addition to feeding your animals, nuzzle, groom and talk to them daily. Wash them to lift their spirits and keep their coats clean. Buy a Brush from Van, the traveling salesman (he visits on the third and eighth days of each season), then push your animals near the water trough in the pasture and use the Brush to wash them. Avoid waking or overmilking your herd.

IS THERE A VETERINARIAN IN THE HOUSE?

If you forget to feed your animals or if you leave them outside in bad weather, they will become sick. Order Animal Medicine in the food storage building, then administer it to your ill livestock. A sick animal will usually recover in one day if properly cared for and medicated.

CHICKENS

BUILD YOUR NEST EGG

Kick-start your income with chickens. After you earn a little money, purchase one hen and one rooster. It will take two days since you can order only one animal per day—while you're at it, order several boxes of bird feed. To sell eggs, place them in the shipping bin in the food storage building.

POULTRY-RANCHER EXTRAORDINAIRE

When you find a fertilized egg, place it in the incubator. It takes five days for a chick or duckling to hatch from the incubated egg. In five more days, the baby will grow into an adult bird. Hens and female ducks will produce eggs, so hold on to them. Sell any extra male rooster for 450G—you need only one for your hens.

GOLDEN EGGS

Occasionally you'll be surprised with a golden egg, worth a whopping 300G or more, instead of the usual 40G (regular) or 50G (fertilized). Sell the eggs one at a time to Van. When he makes his offer, reply "No"—he'll raise his bid to 360G, but only for three eggs per visit. You'll have to take his first offer for any additional eggs. As the years go by, Van will offer less and less.

COWS

MILKING DOES A BOVINE GOOD

Your first cow's milk will be your initial source of income. Stand beside your cow and press A to milk her—you'll automatically use the Milker Takakura gave you. Milk your cow once in the morning and once in the evening. Collect the milk bottles and place them in the shipping bin in the food storage building—Takakura will sell the bin's contents for you the following day.

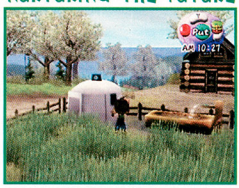
THE MIRACLE OF LIFE

There are two ways to get one of your cows to bear a calf—either buy a bull of your own or purchase a Miracle Potion from another farm. A calf will be born 30 days (three seasons) after a cow becomes pregnant. If you impregnate one of your cows while she's still producing milk, she'll produce milk for the duration of her standard 40-day milk production cycle.

A QUIET PLACE FOR MOM

When a cow is close to giving birth, you will need to isolate her from the rest of the animals. Set up an enclosure for her in the barn by using the fence that is stored in the tool shed. The first few times you set up the fence, the Harvest Sprites will show you what to do. Talk to the expectant mother—she'll let you know when it's time to assemble the fence.

NURTURING THE FUTURE



After a calf is born, you will need to isolate it from the other animals for 10 days (one season). The Harvest Sprites will teach you how to set up the Calf Hatch and care for the calf. During its time in the hatch, bring the calf nutritious Mother's Milk and plenty of fodder to help it grow into a strong, healthy young cow.

DAIRY DIVERSITY

You can raise four types of cows on your farm—they vary in price and will produce slightly different kinds of milk. You start out with a Normal cow, which is the cheapest to buy. The other bovine varieties are Brown, Marble and Star.

MILKING ROOM

After a few prosperous years, you'll earn enough money to construct the high-tech milking room—it costs 60,000G, so it's tough to buy before the fourth year. The milking room makes milking automatic. Show your cows where to go by pushing them into the room from the pasture—eventually they'll learn to go into the room on their own.

DOG

Your dog is a happy-go-lucky and easy-to-care-for pet. You can't bring your dog inside or nuzzle him like the other animals, but you also don't have to feed him. If you would like to give your pup a snack, however, he likes fish and produce—put food in his bowl and whistle for him. Fido may chase away trespassers, such as Daryl, the snooping scientist.

ADOPT A CAT

From the second year on, after you and Romana become friends (talk to her and bring her gifts), she'll bring a stray cat to your farm. Adopt the feline as a second pet. The cat requires no more maintenance than your dog.

HORSE

Takakura notices that you need a horse to get around faster, so he orders you one during your first summer in Forget-Me-Not Valley. Your horse will be perfectly content with a little nuzzling and brushing now and then, a place in the barn and some fodder to munch on. You can get a lot more done in one day when you travel around on horseback.

SHEEP

Sheep produce wool every 10 days (once each season). Use the Wool Shears to gather their wool—there's no substantial benefit to getting the Electric Clippers. Regular Wool sells for 75G. If you wash your sheep before you shear it, you'll get White Wool, which is worth 115G. Occasionally your sheep will produce Golden Wool, which is worth 600-720G, depending on how skilled you are at bargaining with Van.

RAISING DUCKS

If you build the pond for 2,500G and you have six or fewer chickens on your farm, a pair of ducks will appear. The duck pair will produce fertilized eggs if you have room in the chicken coop (fewer than eight fowl), and you can sell ducks for 500G. If you sell your only remaining male and female pair, there is no way to get more ducks.

YOUR OTHER KID

Starting in the second year, you can buy a goat from Van. The goat will produce milk once per day for a full season, then it will cease. Sell the goat milk for 115G, or make goat cheese or butter (which sell for 155G and 150G respectively). You can't sell the goat.

The Art of Agriculture

If you think there's nothing more to growing crops than planting seeds and watering them, you're a few apples short of a bushel. Knowing which crops to plant in which season is only the tip of the haystack—you also need to be well versed in fertilizer, soil quality, seed production . . . the list is almost endless!

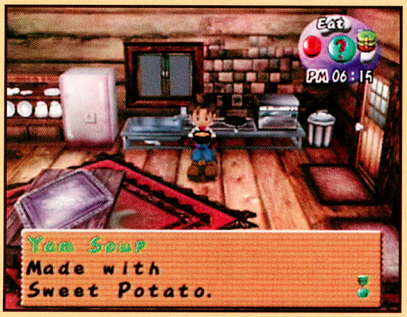
SEEDS FOR EVERY SEASON

Each season, one crop will earn you more money than the others. On the chart to the right, the money-making crops are highlighted; the accompanying icon indicates the season during which you should fill your fields with them (plant watermelon in spring, for example). The prices displayed are for Grade B seeds and crops. Plant a few other crops each season so you'll have the ingredients you need for cooking.

Seeds	Season	Buy	Sell
Tomatoes	Spring-Fall	30G	35G
Watermelon	Spring-Summer	60G	75G
Melons	Summer-Fall	50G	70G
Strawberries	Fall-Spring	30G	35G
Turnips	Summer-Winter	20G	25G
Potatoes	Winter-Spring	40G	60G
Carrots	Fall-Winter	30G	45G
Sweet Potatoes	Fall Only	40G	60G
Peaches	Summer Harvest	1,120G	40G
Oranges	Summer Harvest	820G	30G
Grapes	Fall Harvest	900G	35G
Bananas	Summer Harvest	1,500G	35G
Apples	Fall Harvest	820G	25G

COOKING

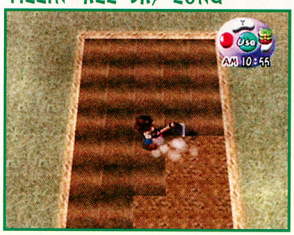
You can find recipes in the townsfolk's houses. Search in kitchens and on walls and decorative items, such as plants or paintings—most houses have at least one recipe. Use the required ingredients to cook up a revitalizing meal in your kitchen. When you link up with Friends of Mineral Town for GBA, Ruby will visit Mineral Town and bring new recipes back to the valley. If you link your AWL game with more than one FoMT pak, all your previous link info will be erased—stick to one GBA pack!



FOOD PROCESSING

You can turn milk into cheese and butter in the food processing room—the expansion costs 30,000G. Cheese and butter fetch a higher price than milk and are used in many recipes, such as desserts and appetizers.

TILLIN' ALL DAY LONG



Before you can plant crops, you must till the soil with a hoe. The field farthest from your house is the largest and also the most fertile. Use the Heavy Hoe until you can purchase a lighter-weight hoe. The heavier a tool, the faster you'll get tired from using it, but the more stamina you'll build up. In the third year, Vesta will give you the Weird Hoe—a hefty but fast tool.

FERTILIZE & SOW

The key to raising high-quality crops is to fertilize the soil where you plant your seeds. You can purchase fertilizer for 120G from Vesta, Marlin or Celia. All seeds are Grade B to begin with. Fertilize the soil where you've planted seeds four times sequentially (fertilize trees 30 times) to upgrade the crops by one level. Use the Seed Maker to produce seeds from the higher-quality crops. The top grade for produce and seeds is Grade S.

NURTURE THE CROPS OF TOMORROW

Sow one bag of seeds per square of soil. You don't need to leave room between regular crops, but trees need a little space. If you plant seeds near trees, they won't grow. Sow your crops on the first day of each season.

REAP THE HARVEST REWARDS

Water seeds when the soil is dry (twice per day in dry seasons). Some crops grow faster than others, but they all go through the same growth cycles. Each sprout will grow to its full height, flower, then bud a single fruit or vegetable. After the produce has ripened, press A to harvest it. A plant will bear fruit only once, but trees bear fruit continually.

ROADSIDE FARMER'S MARKET

On the third and the eighth days of each season, you can sell your goods to Van, but on the days when he isn't there, you can peddle your own goods. Stand by the Inner Inn, where Van usually sets up his shop, and press A to erect your own roadside stand. Whistle to passersby to get them to stop and look at your goods.

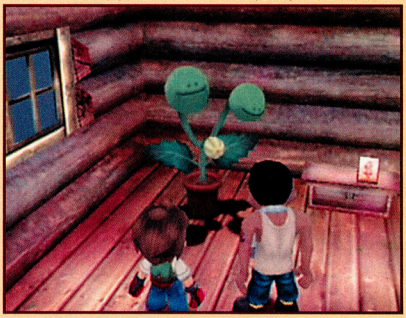
SEED PRODUCTION

You'll start out buying seeds from Vesta's farm, but there are two other ways to obtain new and higher- quality seeds: from the Seed Maker and from the talking plant, Tartan. You can buy the Seed Maker for 6,000G by using the ledger in the food storage building.

BACK TO NATURE

After you buy the Seed Maker, Takakura will put it in the tool shed. Place your crops in the device—it will turn one fruit or vegetable into two seeds.

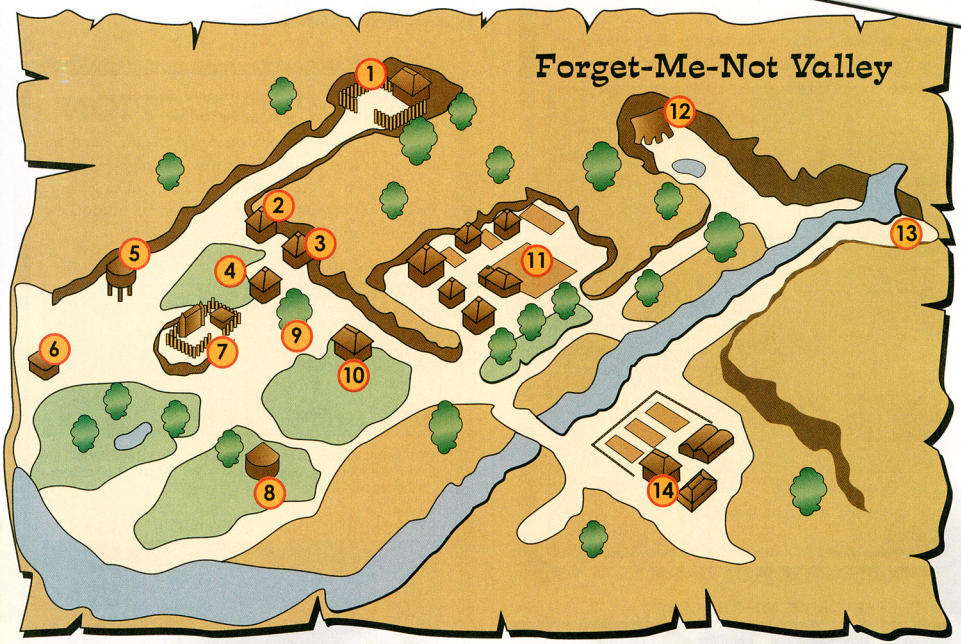
CROSS-BREEDING CROPS WITH TARTAN



Any time from the second through the sixth year, visit Takakura when he's inside his home (between 5:00 p.m. and 10:00 p.m.) to meet Tartan, a peculiar two-headed plant. With Tartan's help, you can create hybrid crops through seed cross-breeding.

Out on the Town

The Forget-Me-Not Valley townsfolk will all become a big part of your life. Below is a map of the town, with a number by each location where at least one citizen resides. Some of the people you will encounter aren't listed (such as Murrey and the sasquatch) because people will come and go through the years.



1 ROMANA'S VILLA

Romana shares her large estate with her butler, Sebastian, and her granddaughter, Lumina. Talk with the three residents to learn more about the town. Also, check out the kitchen and the plants upstairs to find a few recipes.

2 TWO-STORY HOUSE

Chris seems like quite a catch, but she's already happily married to her athletic husband, Wally, and devoted to her son, Hugh. If you become good friends with Wally, your son will have the opportunity to be an athlete when he grows up. You can find Chris commuting to work via the main path through town if she's not in her home. Wally and Hugh jog around Forget-Me-Not Valley all day (Hugh takes breaks by the spring), then return home at night.

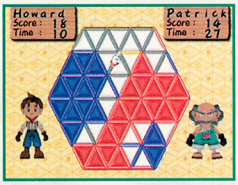
3 ONE-STORY HOUSE

A very sweet elderly couple named Nina and Galen lives in the small one-story house across from the Blue Bar. Nina loves fresh produce, and Galen can't resist fish. After Nina passes away at the end of the first year, Galen will move to a small hut near Vesta's, and Dr. Hardy will move into the house.

4 THE BLUE BAR

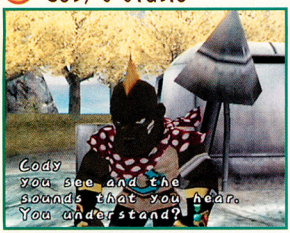
Griffin, the Blue Bar owner, and Muffy, the waitress (as well as one of your potential wives), live in the Blue Bar's back room. Griffin mixes up stamina-replenishing drinks that you can buy for a reasonable price anytime you need a quick pick-me-up. You can chat with Griffin and Muffy in the back room before the Blue Bar opens for business.

5 PYROTECHNICAL TWINS' HOUSE



Kassey and his twin, Patrick, live in a stilted house on the east side of Forget-Me-Not Valley. The pyrotechnician brothers love a good battle of the wits just as much as they love creating fireworks. Visit their home when one of the twins is there to play a challenging strategy game.

6 CODY'S STUDIO

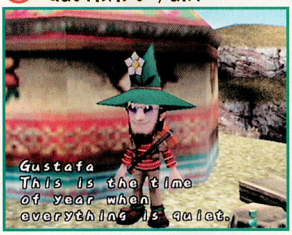


Cody is a quiet and reflective artist who lives alone in a small trailer that doubles as his art studio. He fashions works of art out of metal. If you befriend Cody by talking with him and giving him gifts (he even likes flowers), your son will have the opportunity to become an artist someday.

7 DARYL'S LAB

Daryl, the shifty scientist, lives in a lab on the outskirts of town. He'll snoop around your farm, spying on your family for his research. Befriend Daryl by giving him fish—not only will he curb his trespassing, but your son will be able to become a scientist when he gets older.

8 GUSTAFA'S YURT



Gustafa is a nature-loving musician who lives in a colorful yurt near the beach. Talk to the cheerful poet and bring him gifts—if you become friends with him, your son may look up to him and become a musician when he grows up. Take the time to explore Gustafa's yurt—you'll find a recipe stashed among his many instruments.

9 VAN'S SHOP

Van, the traveling salesman, will set up his shop near the Inner Inn on the third and eighth days of every season. If you've linked with a Friends of Mineral Town GBA game, Van will visit Mineral Town and stock his shop with new music that you can play on the radio in your house.

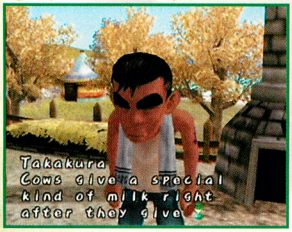
10 THE INNER INN

Tim and his wife, Ruby, run the Inner Inn, where they live with their son, Rock. Ruby keeps many of her recipes around the inn's kitchen. If you become friends with Ruby (she loves potatoes), she'll give you a special spice that you can use to make curry. Ruby's curry is a favorite of your three potential wives.

READY, SET, GUZZLE!

If you hang out with Rock at the inn, he'll challenge you to a milk-drinking contest every now and then. Tap A as fast as you can to guzzle pints of milk. Unfortunately, Rock isn't the best sport—no matter how many times you beat him, you won't win anything.

11 YOUR FARM & TAKAKURA'S HOUSE



You live on your farm with your late father's partner, Takakura, and after the first year, with your wife and son. Takakura can offer you great tips about raising animals, cultivating crops and selling your produce. You can find a few recipes if you search Takakura's house and talk to him when he's at home.

12 THE SPRING

The Harvest Sprites live in a large tree at the spring. Eat one of the red-and-white mushrooms near the tree's base to enter the sprites' woodland home. Although Nic, Nak and Flak will express that they're hungry, they won't take any food you offer them. The cheerful sprites are happy to help out where they're needed and talk to you when you visit them.

13 ARCHAEOLOGY EXCAVATION SITE

Carter the archaeologist and his assistant, Flora, live in a tent by the waterfall. Help Carter dig at the excavation site between 9:00 a.m. and 5:00 p.m. to earn a little extra cash. Bring Carter some home-cooked meals to become his friend—your son may follow in his footsteps and become an archaeologist.

14 VESTA'S FARM

Vesta and her brother, Marlin, run the farm across the river from yours. Celia, one of your potential wives, works on Vesta's farm, where you'll buy your seeds and fertilizer each season. You can find Celia outside tending to the farm or up in her loft room during most of the day.

FESTIVE FUN

Some seasonal events happen every year, such as the Harvest Festival in the fall. Annual events appear on the calendar in your house. To trigger an event, you must talk to a certain person at a certain time or perform a given act. For example, you must visit the Blue Bar on the fifth day of fall to trigger the Harvest Festival.

Mother Nature's Secrets

Farming isn't the only way to earn money in Forget-Me-Not Valley—you can also tap into the area's natural resources. You can sell fish, flowers (see the chart below) and foraged goods to Van and the townspeople. It's possible to make a decent living for yourself without sowing a single seed if you choose.

FLOWERS & FUNGI

BUDDING AFFECTION

Every girl in Forget-Me-Not Valley loves flowers, including your three prospective wives. Celia and Muffy love all flowers, but Nami's tastes are a bit more defined. Trick Blue flowers are one of the few kinds she likes.

ONLY THE FRESHEST INGREDIENTS

Some of the stamina-replenishing recipes you'll find around town call for foraged items, such as wild herbs and mushrooms. You can also sell foraged items to the townsfolk or to Van for a little extra cash. Mushrooms appear around Forget-Me-Not Valley in the fall, and herbs appear in the other seasons.

Flower	Sell	Location
Goddess Drop	15G	Waterfall, Vesta's Farm
Mugwort	15G	Your Farm, Around Town
Toy Flower	10G	Sprites' Spring, Nina's Grave
Happy Lamp	15G	Gustafa's Yurt
Mist Moon	10G	Sprites' Spring, Nina's Grave
Royal Fern	15G	Your Farm, Around Town
Hackberry	20G	Your Farm, Around Town
Bracken	15G	Your Farm, Around Town
Matsutake	100G	Vesta's Farm
Trumpet	25G	Sprites' Spring
Gemsoil	20G	Around the Excavation Site
Trick Blue	10G	Around Turtle Swamp
Sorrel	20G	Around Town
Amorous	10G	Around Turtle Swamp
Upseed	25G	Near the River

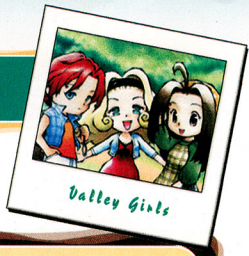
FISHING

After you buy the Fishing Pole from Van, you can reel in great profit by catching and selling fish. Most of the fish you can catch sell for a good amount of gold, but two species are worth a small fortune—any size Sharshark (found near the mouth of the river) or Yamame (found near the waterfall).

ARCHAEOLOGY

You can dig for buried treasure at the excavation site. Talk to Carter to start digging. You can dig between 9:00 a.m. and 5:00 p.m. At the end of the day, Carter will collect any items that are important to his research. He'll let you keep anything else you find, such as coins, ore and fossils, which you can sell or give to people as gifts. As the years go by, the excavation site will expand and you'll find new treasures.

Family Tree Expansion

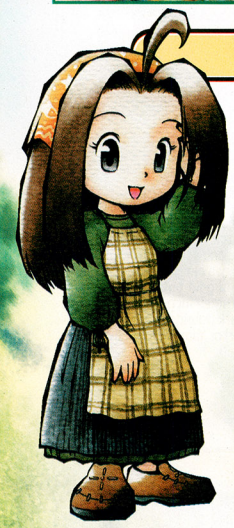


One of the most important aspects of A Wonderful Life is choosing a wife and building your family. At the end of the first year, you must get married to Celia, Muffy or Nami. After you tie the knot, your life will split into one of three possible paths, depending on which bride you chose.

Timing is Everything

During the first summer, the Harvest Sprites will bring you a rare Blue Feather. If you give the feather to your favorite girl when her affection meter is full (four hearts), you'll get married at the end of the first year. If you attempt to give a girl the Blue Feather before her affection meter is full, it will upset her and lower her affection for you.

Celia



Celia is a sweet, down-to-earth gal who knows her way around a farm. She lives with Vesta and Marlin at the farm across the river from yours. Celia has a fondness for nature and is very agreeable.

Celia's Diary

Celia's diary is on the bed in her room. Enter the house on Vesta's farm and climb the stairs to the loft where Celia's room is. Stand near the bed and press A to look at her diary.

The Key to Celia's Heart

Celia makes an ideal farmer's wife. She's a simple girl who knows a good deal about crops and animals. She's also easy to please—give Celia a flower or a piece of produce at least once a day; she'll fall head-over-heels for you.

Mama's Boy

At the beginning of the second year, your son will be born. Depending on who you choose as your wife, he will resemble his mother, both in looks and personality. How attentive and loving you are with your son will determine his personality as he grows older.

Celia's Son

Celia's son is sweet, affectionate and down-to-earth like his mother. He shares Celia's appearance: brown hair and dark eyes.

Muffy's Son

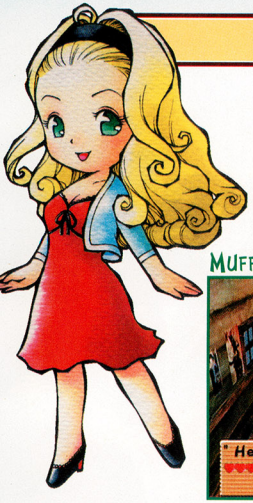
Muffy's son is bubbly, cheerful and giggly—traits he obviously picked up from his mom. He has bright blonde hair and green eyes, like Muffy.

Nami's Son

Nami's son is shy and quiet, but thoughtful, like his worldly mom. He has striking red hair and pale blue eyes just like Nami's.

Guide His Growth

As your son grows up, you need to spend time with him, buy him new toys, and shower him with affection. His personality and career path are affected by how you treat him and which townsfolk you're friends with.



MUFFY

Muffy is the waitress at the Blue Bar. She's a charming, feminine girl who likes pretty things and wants a hard-working man to take care of her. Muffy can be a real flirt, but she's got a heart of gold.

MUFFY'S DIARY

Muffy keeps her diary near the flower bush inside the Blue Bar. Enter the bar and stand in front of the bush—press A to view Muffy's diary and discover how much she likes you.

A ROLLING STONE

Muffy can be a tough girl to keep tabs on—she likes to go for walks. She'll take a stroll along the river in the mornings. You can also find her in the back room of the Blue Bar before and after her shift. Don't disturb her behind the counter while she's working, however—she takes her job seriously.

EARNING MUFFY'S LOVE

Muffy has a special place in her heart for flowers and shiny objects, so finding gifts that will impress her is easy. Pick wildflowers around town and bring them to her when she isn't working. You can give Muffy one other gift per day—bring her ore or a coin that you find at the excavation site.

NAMI

Nami is a well-traveled girl who drifted in from out of town. She stays in one of the upstairs rooms at the Inner Inn, but she usually walks around Forget-Me-Not Valley for most of the day and evening. Nami is blunt and introverted, making her the most challenging girl to get close to. It's worth the effort, though—she is intelligent and knows what she enjoys. In fact, she'll dislike most gifts you bring her, but every girl has a soft spot.

NAMI'S DIARY

Nami is rarely in her room at the Inner Inn, where she keeps her diary. You'll have to follow her to her room at night (usually very late), or wait outside her door in the morning until she wakes up (around 9:00 a.m.).

WINNING NAMI OVER

Nami dislikes most of the things the other two girls enjoy. She's far from ordinary, but there are three things Nami loves—Trick Blue flowers (which grow near Turtle Swamp in the fall), produce you've grown on your farm, and home-cooked food (especially curry). Each day, you can give her one of each of the three gifts she likes. Nami goes after what she wants—she'll propose to you if you win her heart.

HEARTBREAKER

Love can be cruel. If you're having a tough time getting Nami to fall for you, consider taking the roundabout approach. Break the other two girls' hearts by feigning proposals to them. Show them the Blue Feather—when they ask "Are you serious?" reply "No." By the end of the first year, Nami's affection should be high enough that she'll propose to you.

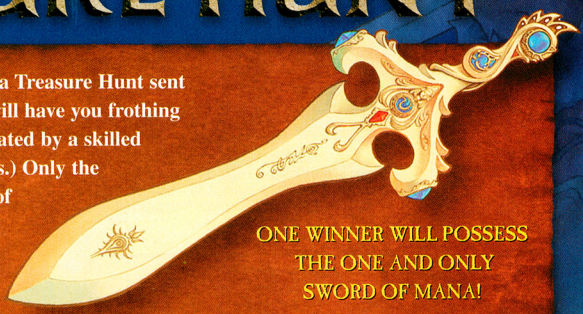
THE NEXT CHAPTER

You know how to lasso your favorite little filly, start growing crops and tend to your animals—it's time to turn you loose! With a rich and diverse story that spans over your lifetime in Forget-Me-Not Valley, there's much more to experience—you've only begun your life. Will you become a cattle rancher or stick to your farming roots? Will your son follow in your footsteps? It's all up to you!

SWORD of MANA™

TREASURE HUNT

If the booty in last month's Sword of Mana Treasure Hunt sent you into a frenzy, this month's treasure will have you frothing at the mouth: **the Sword of Mana!** (As re-created by a skilled swordmaker based on official artwork, that is.) Only the most die-hard hero can wield the the Sword of Mana; to prove that you're worthy, send us the answers to the questions below:



ONE WINNER WILL POSSESS THE ONE AND ONLY SWORD OF MANA!

Contest Questions:

1. Which spirit will you find in Jadd Desert?
2. What does Kaz in Lorimar Castle need to release spirits?
3. What is Niccolo's price for the Chimpfish Iris?
4. What is the name of the magician in Kahla Peaks?
5. Where does Selah live?
6. Who operates the armory?
7. Where is the Sword of Mana?
8. Where will you finally meet Luke's father, Marco?
9. What is Medusa's relationship to Dark Lord?
10. Who is Julius?

To enter the Sword of Mana Treasure Hunt, Part II contest, write the answers to the 10 questions on a postcard.

Mail your entry to:

SWORD OF MANA
TREASURE HUNT Part II
P.O. BOX 97063
REDMOND, WA 98073-9763

OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR WIN. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. The Sword of Mana Treasue Hunt Part II Contest (the "Contest") is only open to legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of the Contest sponsor, Nintendo of America Inc. ("NOA"), or its affiliates (or their immediate families). Void where prohibited. To enter, write your answers to the Contest questions and print your name, address, telephone number, age, Parent/Legal Guardian's signature if you are under the age of 13 and the words "Sword of Mana Treasure Hunt Part II" on a postcard, and mail the entry to this address:

NINTENDO POWER
SWORD OF MANA
TREASURE HUNT PART II
P.O. BOX 97063
REDMOND, WA 98073-9763

Enter as often as you wish. To be eligible to win a prize, entries must be completed and received by NOA by 4/1/04 ("Entry Deadline"). On or about 4/20/04, NOA will attempt to contact all eligible entrants who have correctly answered all questions. If only one entrant answers all of the questions correctly, that entrant will be declared the winner and awarded the prize. In the event that more than one (1) entrant answers all questions correctly, NOA will contact those qualifying entrants and require them to write an essay related to the Sword of Mana game (the "Game"), in order to break the tie. One (1) winner will be chosen from those qualifying entrants by a panel of NOA judges, in their sole discretion, based on which essay is deemed to be the most creative, original, interesting and factually accurate with respect to the Game. NOA will attempt to notify potential winners by mail by 4/15/04. Prize not claimed within 14 days after mailing of notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on total number of eligible entries received. Grand Prize: One (1) Grand Prize winner will receive a Special Edition Sword of Mana Sword. Approximate Retail Value (ARV) of Grand prize package is $12,000.00. **TAXES ARE WINNER'S SOLE RESPONSIBILITY.** Canadian duties and brokerage fee/taxes may apply. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. If the Prize is won by a minor, the Prize will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and **WITHOUT WARRANTY OF ANY KIND.** Winner (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. If the affidavit is not returned within 45 days after notification, it will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). If prize has high liability/**IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU.** Entrants hereby consent to being placed on a mailing list for promotional materials. Unless prohibited by law, winner consents to NOA's promotional use of their name, likeness and other personal information without further compensation. All entries and materials submitted to NOA in connection with the Contest ("Entry Materials"), along with all intellectual property rights associated therewith, become the property of Sponsor upon submission and will not be returned to any entrant. Without limiting the foregoing, you acknowledge and agree that NOA will own all rights to use, modify, reproduce, publish, perform, display, distribute, make derivative works of and otherwise exploit such Entry Materials in any way without separate compensation to you or any other person or entity. You hereby represent and warrant that (a) you own all rights to the Entry Materials submitted by you, and (b) all such Entry Materials are original works of authorship on your part, have not been copied in whole or in part from any other work, and do not violate or misappropriate any intellectual property right of any third party. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) any Contest disruptions, losses or damages due to events beyond NOA's control; or (c) printing or typographical errors in any materials associated with the Contest. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. The Contest and these official rules will be governed, construed and interpreted under the laws of the State of Washington. For a copy of these rules, or (after 4/20/04) a list of winners, send your request to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2004 by Nintendo of America Inc.

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

THE SIMS: BUSTIN' OUT GCN CODES—PAGE 72

As you can see, we've got codes and strategies for a veritable truckload of games this month. We continue tracking down the Chick Coins in Billy Hatcher and the Giant Egg, show you how to create an invincible army in Goblin Commander: Unleash the Horde and much, much more. Enjoy!

1080°: AVALANCHE GCN
BILLY HATCHER AND THE GIANT EGG GCN
CRASH NITRO KART GCN
GOBLIN COMMANDER: UNLEASH THE HORDE GCN
THE LORD OF THE RINGS: THE RETURN OF THE KING GCN
MARIO KART: DOUBLE DASH!! GCN
PRINCE OF PERSIA: THE SANDS OF TIME GCN
ROADKILL GCN
ROGUE OPS GCN
THE SIMS: BUSTIN' OUT GCN
SPAWN: ARMAGEDDON GCN
TAK AND THE POWER OF JUJU GCN
TEENAGE MUTANT NINJA TURTLES GBA
TRUE CRIME: STREETS OF LA GCN

TRUE CRIME: STREETS OF LA

GCN

WEST SIDE SECRETS

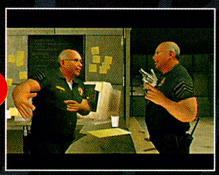
TAKE TO THE STREETS WITH A NEW LOOK AND MAD SKILLS.

We've uncovered a variety of secrets for Activision's gritty action game that allow you to play with a different character model, unlock all of Nick's moves or even become Snoop Dogg.

ALTERNATE APPEARANCES

When starting a new game, you can change Nick's appearance by entering one of the license plate numbers listed below. After inputting the code, hold the L and R Buttons as you select OK. Though your character will look different, he (or she) will act and sound the same as Mr. Kang.

LICENSE PLATE	APPEARANCE
5WAT	S.W.A.T. TEAM MEMBER
B1G1	CHIEF PARKS
BRUZ	CHAMPION BOXER
FATT	GEORGE
FUZZ	OFFICER JOHNSON
HAWG	BIKER
J1MM	CORPSE
M1K3	COMMANDO
MNKY	STREET PUNK
MRFU	HIGH-ROLLER
ROSA	ROSIE
TFAN	GANGSTER



Talking to George when you look just like him is eerily reminiscent of the movie *Terminator 2: Judgment Day*. Unfortunately, Nick isn't made of liquid metal.

CODES

ADVANCED MOVES AND THE D-O-DOUBLE-G

The following codes must be entered from the map screen (press Start during gameplay and select City Map). You'll hear a chime if the code is entered correctly. To play as Snoop Dogg, enter the code and proceed to a save point, then exit to the main menu and reload your game. New Snoop-specific missions will appear on the Select Episode screen.

CODE	RESULT
UP, DOWN, UP, DOWN, A	UNLOCK ALL COMBAT ATTACKS
LEFT, RIGHT, LEFT, RIGHT, A	UNLOCK ALL DRIVING MANEUVERS
RIGHT, LEFT, RIGHT, LEFT, A	UNLOCK ALL GUNPLAY UPGRADES
R, L, UP, RIGHT, LEFT, DOWN, Z, Z, A, Y, X, Y	UNLOCK SNOOP DOGG

After you input one of the codes to unlock Nick's moves, you can view the button commands for those moves on the corresponding Player Stats menu.

Become a martial arts master right off the bat.

Snoop Dogg's ride, the Snoop Deville, is off da hizzy fo' shizzy.

KINGLY CODES

POWER UP THE FELLOWSHIP IN THE BATTLE FOR MIDDLE-EARTH.

This month, we'll help you strike fear in the hearts of Sauron's armies with powerful cheats for every character in the game (including the unlockable ones). To enter any of the codes listed below, you must press Start to pause the action, then hold L and R as you key in the four-button sequence. The three- and four-hit combos that you unlock with the codes won't become available until your characters achieve the required levels (for example, Aragorn must be at level 4 or higher to unleash the three-hit Balrog's Gambit combo).

ARAGORN

CODE	RESULT
B, DOWN, X, UP	UNLOCK ALL THREE-HIT COMBOS
UP, B, Y, UP	BRING ARAGORN TO LEVEL 8

FARAMIR

CODE	RESULT
A, A, Y, Y	UNLOCK FARAMIR
Y, UP, A, A	REPLENISH FARAMIR'S ARROWS
B, Y, UP, B	GIVE FARAMIR 1,000 EXPERIENCE POINTS
B, Y, UP, Y	UNLOCK ALL THREE-HIT COMBOS
A, B, UP, A	UNLOCK ALL FOUR-HIT COMBOS
X, DOWN, DOWN, DOWN	BRING FARAMIR TO LEVEL 8

You can enter the codes to unlock secret characters such as Faramir while playing with any other hero. The Captain of the Rangers of Ithilien is a well-rounded fighter.

FRODO

CODE	RESULT
DOWN, Y, UP, DOWN	GIVE FRODO 1,000 EXPERIENCE POINTS
B, DOWN, Y, B	UNLOCK ALL THREE-HIT COMBOS
DOWN, B, DOWN, X	UNLOCK ALL FOUR-HIT COMBOS
X, X, DOWN, DOWN	BRING FRODO TO LEVEL 8

GANDALF

CODE	RESULT
DOWN, A, Y, DOWN	UNLOCK ALL THREE-HIT COMBOS
DOWN, Y, UP, X	UNLOCK ALL FOUR-HIT COMBOS
X, B, DOWN, DOWN	BRING GANDALF TO LEVEL 8

GIMLI

CODE	RESULT
X, X, X, A	REPLINISH GIMLI'S THROWING AXES
UP, B, X, B	UNLOCK ALL THREE-HIT COMBOS
Y, B, UP, A	UNLOCK ALL FOUR-HIT COMBOS
A, X, DOWN, B	BRING GIMLI TO LEVEL 8

LEGOLAS

CODE	RESULT
Y, Y, Y, DOWN	REPLENISH LEGOLAS'S ARROWS
B, Y, Y, X	UNLOCK ALL THREE-HIT COMBOS
A, X, Y, B	UNLOCK ALL FOUR-HIT COMBOS
B, UP, UP, DOWN	BRING LEGOLAS TO LEVEL 8

MERRY

CODE	RESULT
A, DOWN, DOWN, A	UNLOCK MERRY
B, X, X, Y	REPLENISH MERRY'S THROWING DAGGERS
DOWN, DOWN, B, A	GIVE MERRY 1,000 EXPERIENCE POINTS
Y, A, UP, Y	UNLOCK ALL THREE-HIT COMBOS
B, A, B, B	UNLOCK ALL FOUR-HIT COMBOS
DOWN, Y, A, B	BRING MERRY TO LEVEL 8

Meriadoc Brandybuck and Peregrin Took are best suited for Sam's stages—those intended for the other characters can be a bit much for the brave but diminutive Hobbits.

PIPPIN

CODE	RESULT
Y, X, B, DOWN	UNLOCK PIPPIN
UP, X, DOWN, B	REPLENISH PIPPIN'S THROWING DAGGERS
Y, A, B, A	GIVE PIPPIN 1,000 EXPERIENCE POINTS
UP, UP, B, X	UNLOCK ALL THREE-HIT COMBOS
A, A, DOWN, X	UNLOCK ALL FOUR-HIT COMBOS
B, UP, UP, X	BRING PIPPIN TO LEVEL 8

SAM

CODE	RESULT
A, A, X, A	REPLENISH SAM'S THROWING DAGGERS
B, A, X, B	UNLOCK ALL THREE-HIT COMBOS
UP, DOWN, Y, Y	UNLOCK ALL FOUR-HIT COMBOS
X, X, Y, Y	BRING SAM TO LEVEL 8

MARIO KART: DOUBLE DASH!! — GCN

▼ GHOST IN THE MACHINE — CHALLENGES

UNLOCK THE STAFF GHOSTS FOR THE ULTIMATE CHALLENGE.

You haven't truly mastered Mario Kart: Double Dash!! until you've defeated the staff ghosts in Time Trial mode. After beating one of the times shown below, you can race against a ghost image that represents the development team's best run on the track. Unfortunately, the ghosts aren't saved to your Memory Card, so you'll have to unlock them again whenever you boot up the game.

COURSE	TIME
BABY PARK	1:14
BOWSER'S CASTLE	2:47
DAISY CRUISER	1:55
DINO DINO JUNGLE	2:03
DK MOUNTAIN	2:15
DRY DRY DESERT	1:53
LUIGI CIRCUIT	1:29
MARIO CIRCUIT	1:44
MUSHROOM BRIDGE	1:34
MUSHROOM CITY	1:53
PEACH BEACH	1:23
RAINBOW ROAD	3:19
SHERBET LAND	1:28
WALUIGI STADIUM	2:02
WARIO COLOSSEUM	2:24
YOSHI CIRCUIT	2:02

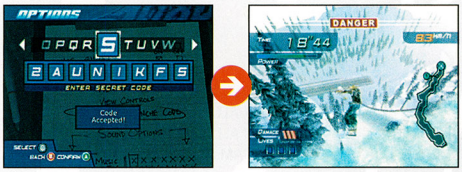
1080°: AVALANCHE — GCN

▼ KING OF THE MOUNTAIN — CODES

ADVANCE TO THE FINAL COURSES IN MATCH RACE MODE.

The last challenge in each difficulty level of Match Race mode pits you against the mountain rather than another boarder. The following passwords allow you to tackle those challenges, which are some of the most exciting in the game, without progressing through the races as normal. To enter a password, go to the options menu and select Enter an Avalanche Code. If you input the password correctly, a "Code Accepted!" message will appear. The passwords are listed in order of difficulty (Novice, Hard, Expert and Extreme).

PASSWORD	MATCH CHALLENGE
JAS3IKRR	SUB-ZERO ASSAULT: SPINAL DAMAGE
2AUNIKFS	SUB-ZERO ASSAULT: BALLISTIC
EATFIKRM	AVALANCHE ALLEY: NO WAY OUT
9AVVIKNY	AVALANCHE ALLEY: OUTWAY KNOLL



After you enter a code, you'll be thrust into the corresponding challenge as soon as you choose a character and board. Be prepared for some monster environmental hazards.

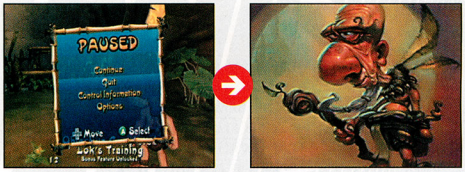
TAK AND THE POWER OF JUJU — GCN

▼ PUPANUNU FREEBIES — CODES

ACQUIRE ITEMS, POWERS AND BONUS FEATURES.

THQ's jungle-themed platformer rewards you with new powers and bonus features as you complete certain objectives, but why go to all that trouble? You can get the goods for free by inputting the codes below at the pause screen (a drum beat will indicate that you've entered the code correctly). You'll find the cinematics and concept artwork in the Extras menu under Bonus Features.

CODE	RESULT
B, Y, X, B, Y, X, B, Y	EARN 100 FEATHERS
UP, RIGHT, LEFT, DOWN, Y, X, B, DOWN	UNLOCK ALL JUJU POWERS
LEFT, RIGHT, B, B, X, X, LEFT RIGHT	UNLOCK ALL CINEMATICS
B, Y, X, LEFT, UP, RIGHT, DOWN, DOWN	OBTAIN ALL 12 PLANTS AND UNLOCK CONCEPT ARTWORK
UP, Y, LEFT, B, RIGHT, X, DOWN, UP	OBTAIN ALL 200 YORBELS
Y, Y, B, B, X, X, LEFT, RIGHT	OBTAIN ALL OF THE MOONSTONES



Collecting all 12 plants (either the old-fashioned way or via the code given above) unlocks a slideshow of beautiful concept art.

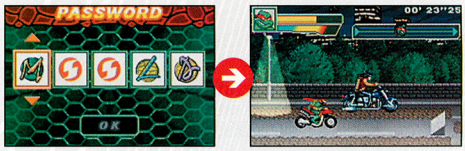
TEENAGE MUTANT NINJA TURTLES — GBA

▼ EXCITE BIKE — CODES

UNLOCK SECRET BONUS COURSES.

The vehicular stages in TMNT provide Konami's beat-'em-up with some much-needed variety. You can unlock five bonus courses for Raphael's Shell Cycle (our personal favorite) with these passwords.

PASSWORD	RESULT
LSMMS	UNLOCK BONUS COURSE 1
SSLDM	UNLOCK BONUS COURSE 2
MSSLD	UNLOCK BONUS COURSE 3
SRLMD	UNLOCK BONUS COURSE 4
LSDRM	UNLOCK BONUS COURSE 5



The courses get progressively harder, with more obstacles and fewer gas tanks. You'll need quick reflexes to beat Casey Jones to the finish line.

GOBLIN COMMANDER: UNLEASH THE HORDE — GCN

▼ MASTER AND COMMANDER — CODES

RULE THE BATTLEFIELD.

There's nothing goblins desire more than power, and we've got some potent codes to quench their thirst. To enable cheats, you must first hold L, R, Y and Down for three seconds at any point in the game (be it at the main menu or in the middle of a skirmish). You can then enter the codes whenever you wish, though we recommend doing so from the pause menu to avoid getting pounded while you input the absurdly long button sequences.

CODE	RESULT
L, R, R, R, R, L, Y, L, L, L	EARN 100 GOLD
R, L, L, L, L, R, Y, R, R, R	EARN 100 SOULS
R, R, L, R, R, Y, Y, Y, L, L	EARN 1,000 GOLD AND 1,000 SOULS
R, L, R, R, L, L, Y, Y, L, R	DISABLE FOG OF WAR
L, L, L, L, L, Y, Y, Y, Y, R	CUT GAME SPEED IN HALF
R, R, R, R, R, L, Y, R, R, R	DOUBLE GAME SPEED
R, R, L, L, L, R, R, Y, Y, Y	AUTOMATIC VICTORY
R, R, R, L, L, L, R, L, Y, R	ENABLE GOD MODE
Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, R, L, L, R, L, L, R, R, Y, Y, Y	UNLOCK ALL LEVELS

When you enter a code correctly, a confirmation message will appear in the upper right-hand corner of the screen.

SPAWN: ARMAGEDDON — GCN

▼ THE DEVIL'S DUE — CODES

UPGRADE SPAWN'S ARSENAL AND UNLOCK SPECIAL BONUS MATERIALS.

Armageddon is no walk in the park, so we've dug up some codes to arm Todd McFarlane's antihero to the teeth. You can also unlock all of the encylopedia entries and comics without scouring the game for them. All codes must be entered from the pause menu, and you have to punch them in pretty quickly. When you unpause the game, Spawn will speak to confirm that the code worked.

CODE	RESULT
UP, DOWN, LEFT, RIGHT, UP, LEFT, DOWN, RIGHT	INFINITE AMMO
UP, DOWN, LEFT, RIGHT, DOWN, LEFT, UP, RIGHT	INFINITE NECROPLASM
UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT	UNLOCK ALL WEAPONS
UP, DOWN, LEFT, RIGHT, LEFT, LEFT, RIGHT, RIGHT	LEVEL SELECT
UP, DOWN, LEFT, RIGHT LEFT, RIGHT, UP, DOWN	UNLOCK ALL ENYCLOPEDIA ENTRIES
UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, LEFT, UP	UNLOCK ALL COMICS

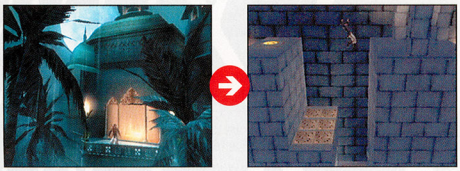
There are few things more satisfying than mowing down your foes with a pair of miniguns. For added enjoyment, proclaim gruffly, "I ain't got time to bleed."

PRINCE OF PERSIA: THE SANDS OF TIME — GCN

▼ OLD SCHOOL PRINCE — CODE

UNLOCK A 3-D VERSION OF LVL 1 FROM THE ORIGINAL PRINCE OF PERSIA.

Want to see what the Prince's first adventure would look like in 3-D? Plug one Controller into Port 1 and another into Port 4, then start a new game. While on the balcony at the very beginning, hold B on the Controller in Port 4 and press A, B, Y, X, Y, A, B, X on the Controller in Port 1. You'll be transported to a polygonal remake of the first level from the original Prince of Persia.



If the code doesn't work, you may have to press the buttons faster. Recruit a friend to hold B on the Controller in Port 4 if you're having trouble.

CRASH NITRO KART — GCN

▼ BANDICOOT BUDDIES — CHALLENGES

UNLOCK A BEVY OF SECRET CHARACTERS.

Rabid kart fans looking for a companion to Double Dash!! should take Crash Bandicoot's latest racer out for a spin. By completing certain challenges, you can invite some of the marsupial's old friends (and adversaries) to join in the fun.

CHARACTER	REQUIREMENT
DINGODILE	WIN THE RED GEM CUP
FAKE CRASH	PERFORM 50 CONSECUTIVE BOOSTS WITH TEAM CORTEX IN ADVENTURE MODE
N. TROPY	BEAT ALL OF THE N. TROPY GHOSTS IN TIME TRIAL MODE
POLAR	WIN THE BLUE GEM CUP
PURA	PERFORM 50 CONSECUTIVE BOOSTS WITH TEAM BANDICOOT IN ADVENTURE MODE
ZAM	WIN THE PURPLE GEM CUP
ZEM	WIN THE GREEN GEM CUP

MORE SONICTEAM GOODIES

HATCH SONIC, RAPPY AND A VARIETY OF GBA MINIGAMES.

Each stage in Billy Hatcher and the Giant Egg has a special SonicTeam egg that contains a unique character from one of the developer's previous titles. Before you can hatch the egg, however, you must collect a certain number of Chick Coins. There are five coins scattered throughout each mission. In last month's Classified Information, we gave you directions to every coin in the first five missions for Forest Village and Pirates Island. This month, we'll cover the first five missions for Dino Mountain and Blizzard Castle.

DINO MOUNTAIN

MISSION 1

- After propelling yourself through the first set of blue rings, look next to the first lava flow. Perform a long jump to grab the coin without falling in the magma.
- Smash open the stack of crates next to the golden egg.
- Progress through the level until you encounter a giant armadillo-like creature. Bounce-jump next to the ledge nearby, then press the R Button at the top of your jump. You'll find the coin at the other end of the bridge.
- Head back across the bridge and look behind the ledge.
- A gate will open after you defeat the aforementioned armadillo-like creature. Bounce-jump on the second platform that follows, but watch out for the dinosaur skull spewing flames.

MISSION 2

- Turn around from the starting point and jump onto the second platform.
- On the ramp that follows the first bone dinosaur, stay to the inside of the third section.
- Look underneath the second bone dinosaur. The coin is easier to procure after you've defeated the dinosaur.
- After you beat the second bone dinosaur, hit the nearby switch and propel yourself to the area overhead, then jump over the second fire pit in the valley that follows (just watch out for the shooting rocks).
- Look next to the third bone dinosaur. Defeat the dinosaur first, then jump from the ledge and be sure to keep pressing forward on the Control Stick to avoid falling into the lava below.

MISSION 3

- After propelling yourself through the first set of blue rings, look in front of the first lava flow (it's in nearly the same location as the first coin in Mission 1). Perform a long jump to grab the coin without falling into the magma.
- On the far side of the first lava flow, look to the right of the arrow sign.
- After propelling yourself through the next set of blue rings, break the dinosaur skull next to the red-and-white egg.
- Climb up the pillar next to the first egg slide.
- Proceed through the level until you come to a second rotating yellow ring. Nab the coin as you're jumping into the ring.

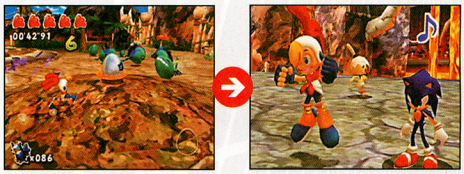
MISSION 4

- Perform a long jump from the top of the ramp after you cross the first bridge.
- Smash open the crates on the ledge where you found the golden egg in Mission 1.
- Jump from atop the cage on the far side of the first lava flow.
- After propelling yourself through the next set of blue rings, follow the fence on your right and smash open the stack of crates at the end.
- Hatch Clippen to extinguish the flames surrounding the next switch, then hit it to lower the nearby gate. Once you jump past the pair of platforms on the other side, turn left around the fence. You'll see the final Chick Coin at egg-bounce height in the far corner.

MISSION 5

- Break the dinosaur skull next to the first egg.
- Drop from the platform where you found the first Chick Coin and turn right. The green egg ring leads to a rotating yellow one that you can use to launch yourself toward a cave. Defeat all of the monsters inside to liberate the first chicken, then use the green ring in front of the cave to propel yourself to the next area. If you turn left and look underneath the bone dinosaur, you'll see a yellow egg with a feather pattern. Hatch it to obtain the double-jump wings, then use the double jump to navigate the platforms leading from the nearby ledge (where you found the golden egg in Mission 1).
- The fourth chicken that you save should be next to a large hole that has steam rising out of it, and a coin at the top. The hole leads to the cave where you found the first chicken, but you'll have to jump in to grab the coin.
- Head back to where you dropped from the first platform, and defeat all of the enemies in the area to open the left gate. Proceed left until you come to a pair of metal boxes with crates stacked on top. Smash the crates so you can jump onto the boxes and into the adjacent green ring. You'll be propelled to a platform where the fifth chicken is located; from there you can use your double jump to reach the platforms (and the Chick Coin).
- On the ramp that follows the seventh chicken, stay to the inside of the third section (it's in the same place as the second coin in Mission 2).

SONIC EGG



The SonicTeam egg for Dino Mountain is in Mission 3. It's in plain view atop the mound about a third of the way through the level. Inside the egg is Sonic the Hedgehog himself! With the blue blur by your side, press the X Button to send him into a spin dash that can home in on multiple enemies.

BLIZZARD CASTLE

MISSION 1

- After the first pair of blue rings, you'll come to a sign pointing left. Turn right instead and do a bounce jump from the ramp on the hillside.
- Return to the main path and follow the signs, then roll down the right-hand side of the first bramble-covered hill.
- Proceed through the level until you come to a wide open area with a giant evergreen in the center. There's a coin next to the tree's trunk.
- Extinguish the flames near the pillar mentioned above, then propel yourself through the first two green rings overhead (don't jump into the third one yet). You'll land on a narrow precipice covered with brambles. Use your bounce jump to get past the thorny obstacles, and your long jump to get across the gap. When you reach the end of the precipice, look down—you'll see a Chick Coin on the ledge below.
- The long slope that follows the golden egg branches after the first gap. Take the left branch to nab a coin on your next jump.

MISSION 2

- When you get through the first gate, turn to your right and bounce-jump onto the triangular ledge. From there, bounce-jump onto the ledge to your right and look behind the icicles.
- As you're rolling down the slide, move to the left on the third section and grab the coin as you're jumping to the fourth.
- At the end of the slide, continue forward until you come to a fork in the path. A sign will point you to the right, but if you bounce-jump over the ice jet to your left, you can grab a Chick Coin from the platform beyond.
- Jump onto the ledge just past the switch that opens the castle door.
- Look on the top platform inside the snow castle.

MISSION 3

- Look next to the snowball. You'll have to proceed to your left to retrieve an egg, then bring it back so you can execute a bounce jump.
- Look to the right of the mission's start point to see a coin hovering above the curve in the walkway. Take your egg and line yourself up to make the shortest possible bounce jump from the far side of the curve back toward the arrow signs in front of the start point. If you don't cut across the curve at the sharpest angle possible, you'll fall into the abyss and lose a life (though you'll still probably nab the Chick Coin).
- Go back to where you found the egg, and propel yourself from the green ring. You'll see a coin hovering nearby if you swing the camera toward the wall.
- Continue along the series of ledges and smash the crates on top of the metal box.
- Make your way around to the snow-covered area and plow down the regular-sized snowman at the far end.

MISSION 4

- Use the rings at the beginning of the level to propel yourself to the top of the hill, then turn around and roll back down. On the right side, you'll see a coin wedged between a pair of brambles.
- Proceed through the level until you reach the red egg rail. Drop off your egg and squeeze through the narrow opening in the structure to your left, then jump onto the ice platforms on the other side.
- Shortly after you nab the second coin, you'll come to a large area with another coin hovering above the platform in the center.
- In the next area, perform an egg bounce to break through the first layer of ice.
- After you save Bantam (but before you grab the emblem), break the layer of ice in front of him and drop to the landing below. Make your way to the giant pine tree and plow down the second snowman to your left.

MISSION 5

- Propel yourself through the first blue egg ring, then turn left, jump over the gap and run over the center icicle to open a door. Head through the doorway and save the chicken, then jump onto the ice platform to your left and use the handholds on the wall to climb onto the ledge. You'll see a coin up there if you turn toward the building.
- Use the series of green egg rings that leads from the ledge where you found the first coin to reach the top of the building. Free the purple chicken, then turn around and smash the crates at the top of the nearby incline.
- Roll down the hill on the other side of the previous coin and propel yourself through one of the blue rings at the end. Defeat the pair of monsters at your landing point to open the gate, then head through and use the green ring to your right to reach another chicken overhead. Drop back in front of the gate afterward, and dash up the ramp to the left. Break the layer of ice, then propel yourself through another set of egg rings to land on a circular platform overhead. From there, roll down the long, multisectioned slide. When you land, turn left and long-jump across the gap. Propel yourself through another set of egg rings, then swing the camera around until you see the Chick Coin. Jump from the ledge to grab it, but be sure to line yourself up for a safe landing.
- On the platform next to the one where you created the giant snowman in Mission 3, bounce-jump on top of the chicken's cage.
- Head back around to the main path surrounding the snow castle, and hit the switch at the far end of the road that runs parallel to the bramble patch. When the door opens, enter it and smash the statue to your right.

RAPPY EGG

You'll find the SonicTeam egg for Blizzard Castle in Mission 2, next to the first layer of breakable ice. The chickenlike creature that hatches from the egg is a Rag Rappy from the Phantasy Star Online series. When prompted, it attacks quickly and can bounce from enemy to enemy.

GAME BOY ADVANCE MINIGAMES

Certain eggs contain a Game Boy Advance that will unlock a minigame you can download to your actual GBA. Simply hatch the egg and grab the handheld, then complete the mission and save your game. To download one of the minigames, you must connect your GBA to Controller Port 4 via a Nintendo GameCube Game Boy Advance cable. Select the Joycarry Game option from the Stage Select screen with the GCN Controller, then choose the minigame that you wish to download. It should appear on your GBA after approximately 30 seconds, at which point you can disconnect the GBA from the GCN.

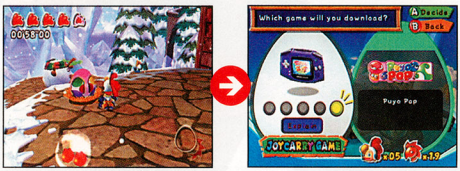
CHUCHU ROCKET! CHALLENGE

You can find the ChuChu Rocket! Challenge inside a yellow-and-orange egg in Pirates Island Mission 2. After you roll down the first ramp, turn right and jump over the railing as you approach the green egg ring. The minigame egg is on top of the hut where you retrieved the emblem in Mission 1.

NiGHTS SCORE ATTACK

An egg that contains a minigame based on SonicTeam's cult classic NiGHTS into Dreams is in Circus Park's second mission. If you look to the right of the starting point, you'll see a blue egg ring hovering beyond the rail. Dash toward the ring and perform a long jump. You'll fall short of the ring but land safely on a grassy knoll. The purple-and-blue egg containing the NiGHTS Score Attack is in the far corner.

PUYO POP



The wildly addictive Puyo Pop is hidden inside a pink egg in Blizzard Castle Mission 3. Head left from the start point and use the green egg rings to jump from platform to platform. When you reach the highest platform, you'll find the egg behind a stack of crates.

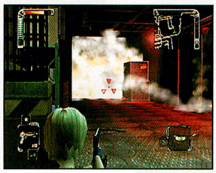
ROGUE OPS — GCN

▼ STEALTH, SCHMEALTH — CODES

BECOME AN INVINCIBLE SUPER AGENT (WITH BIG FEET).

If you'd prefer to tackle Omega 19 head-on rather than sneak around, input the codes below to turn Nikki into an unstoppable harbinger of destruction. The third and fourth codes won't give you any crossbow bolts or sniper rifle rounds, but they will make the ones you have explode on impact. Likewise, you must acquire the Thermal Optical Camouflage before you can utilize the code that gives it unlimited juice.

CODE	RESULT
RIGHT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT	BIG FEET
LEFT, RIGHT, RIGHT, LEFT, X, Y, R L, X, Y, LEFT, RIGHT	EXPLOSIVE CROSSBOW BOLTS
R, L, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, L, R, X, Y	EXPLOSIVE SNIPER RIFLE ROUNDS
LEFT, LEFT, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT	SKELETON MODE
X, X, Y, Y, LEFT, LEFT, RIGHT, RIGHT, Y, Y, X, X	REDUCE DAMAGE BY HALF
LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, LEFT, X, X	UNLIMITED HEALTH
X, Y, X, Y, X, Y, X, Y, LEFT, Y, X, Y, X, Y, X, Y, X	UNLIMITED AMMO
Y, LEFT, RIGHT, RIGHT, LEFT, Y, R, L, Y, X, X	ONE-HIT KILLS
Y, Y, X, X, LEFT, RIGHT, RIGHT, LEFT, R, L, R	UNLIMITED THERMAL OPTICAL CAMOUFLAGE
R, X, R, Y, R, LEFT, R, RIGHT, R, L, L, X, L, Y, L, LEFT, L, RIGHT, X	LEVEL SKIP



Two of the codes above transform the crossbow and sniper rifle from weapons of precision to instruments of mass destruction.

Skeleton mode gives you an X-ray view of your enemies. It's not particularly useful, but it is extraordinarily creepy!

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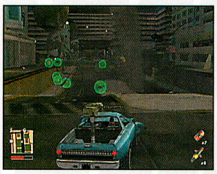
ROADKILL — GCN

▼ ROAD WARRIOR — CODES

RULE THE STREETS WITH WEAPONS, MONEY AND WEATHER.

There are quite a few bogus codes floating around for Midway's vehicular combat game, so we decided to dig up a few that actually work. Key in the button sequences from the Map screen in the pause menu. You'll hear an engine rev if you enter the code correctly. Please note that although you can activate it at any time, the code to increase the riot level will affect the game only when you're in Riot mode.

CODE	RESULT
X, B, X, B, X, B, X, B	RESTORE HEALTH
Y, X, X, B, Y, X, X, B	INFINITE AMMO
Y, B, A, X, X, A, B, Y	MAKE A TORNADO APPEAR
Y, B, Y, B, X, A, X, A, DOWN, UP	EARN $100,000
Y, B, A, X, Y, B, A, X, UP	INCREASE RIOT LEVEL
Y, A, A, Y, X, B, B, X, A, X, B, Y	POWER-UPS RESPAWN IMMEDIATELY



Enter the third code to make a tornado appear, then follow the whirlwind and pick up the parts from all of the vehicles that it destroys. In addition to being good for a few laughs, it's one of the easiest ways to make money.

THE SIMS: BUSTIN' OUT — GCN

▼ THE POWER OF THE GNOME — CODES

UNLOCK EVERY OBJECT AND LOCATION IN THE GAME.

You can help your Sims really bust out with a little help from a magical garden gnome. Press Start to pause the game, then quickly enter the first code from the list below. Your Sim will let out an impressed "Oooohhh," and the gnome will appear on your front lawn. You can then input the other two codes to open the full roster of objects and locations.

CODE	EFFECT
DOWN, L, Z, R, LEFT, X	ENABLE CHEATS
DOWN, Z, UP, Y, R	UNLOCK ALL OBJECTS
DOWN, Z, R, L, Z	UNLOCK ALL LOCATIONS

Aside from serving as a lovely lawn decoration, the magical garden gnome allows your Sims to buy anything and go anywhere.

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™

NOW FOR THE GAME BOY® ADVANCE SYSTEM

HACK YOUR WAY THROUGH COUNTLESS OPPOSITION

EXPLORE FANTASTIC ENVIRONMENTS

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TEEN T CONTENT RATED BY ESRB

Mild Violence
Use of Alcohol

GAME BOY ADVANCE

DUNGEONS & DRAGONS

DSI GAMES

MAGIC POCKETS

DESTINATION SOFTWARE, INC.

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ACTIVISION'S VINE SWINGING '80S ICON IS REBORN ON THE GCN!

PITFALL®

THE LOST EXPEDITION™

PERILOUS PERU

The video game archaeologists at Activision have dusted off Pitfall—a relic from the prehistoric Atari era—and resurrected it with Pitfall: The Lost Expedition, a wildly addictive action-platformer for the GCN. You'll follow Pitfall Harry, the game's danger-craving, treasure-seeking protagonist, on an expedition to the steamy jungles and ice-capped peaks of Peru.

EVERYONE
E
CONTENT RATED BY ESRB

Mild Suggestive Themes
Violence

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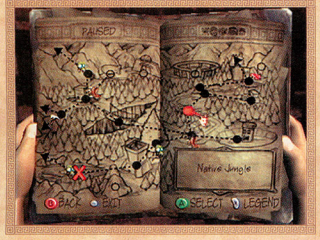
X MARKS THE SPOT

Harry may be stranded in the jungle without food, water or shelter, but as long as he carries his Hero's Handbook he'll never be lost. The map in the handbook shows your current location along with a big red X that indicates where to head next. The Hero's Handbook is also packed with invaluable notes on the local flora and fauna.



Keep getting devoured by the same merciless animal? Flip to the bestiary chapter of the Hero's Handbook and study the strengths and weaknesses of your enemy. You'll be wearing its hide as a hat in no time.

Region Notes

You can trade your hard-earned idols to the shaman for notes that detail the number of idols and explorers, and the presence of shaman in each area. They make 100% completion much easier.

THE BEGINNING OF THE END

Harry's remarkable tale begins at its climactic end, with Harry standing toe to paw with a demonic jaguar. After the epic battle, the story flashes back 24 hours to Harry and his expedition companions on board a colossal airplane bound for Peru. While flying through a storm cloud, the aircraft is hit by a bolt of lightning and plummets to the rainforest.

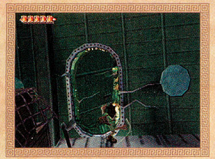
CRASH SITE

IDOLS / 2	EXPLORERS / 1	SHAMAN / No

You wake up sprawled on a bed of tropical flowers, somewhere in the endless green expanse. The huge cargo plane plowed a field of destruction when it crashed through the dense canopy. You may be lost in the Peruvian jungle, but at least you have a wide trail to follow.

Man-Eating Greens

Forget about photosynthesis—the pit monsters are hungry for meat. Wait for the pit monster to close its toothy maw, then hurry across the gap before the beast has a chance to swallow you. To cross the longer gaps, leap to the vine and swing across, Tarzan-style.



Deplane! Deplane!

You've managed to find the crashed plane—or at least a big piece of it. The aircraft's cavernous cargo hold is crammed with ancient porcelain vases—plant a foot in them to clear the way and hear a satisfying crash. Kick down the cracked door to exit the plane.

Rainforest Hilton

When you emerge from the plane's wrecked fuselage, you'll see a group of natives tormenting a man imprisoned in a bamboo cage. Scare off the skittish natives and kick the cage to demolish it and free him. For saving his skin, he'll reward you with a valuable Explorer Idol.

JUNGLE CANYON

IDOLS / 2	EXPLORERS / 0	SHAMAN / Yes

Jungle Canyon is heartbreakingly beautiful, but looks can be deceiving—bloodthirsty creatures infest every inch of the landscape. The arc of lightning that blew apart the cargo plane scattered flaming debris across half of Peru, but a large section of the wing landed in Jungle Canyon's pristine lake.

Hungry Waters

The lake may be picturesque, but don't be fooled; ravenous piranhas lurk under the surface. Hop in and tap the A Button to stroke through the water and reach the safety of the aircraft wing. Hop and skip on the backs of crocs to reach the idol on the far shore, then the next area.

Art Appreciation

The towering stone totems that block the trail are nothing short of man-made marvels. Unfortunately for the totems, they're in your way—kick and punch the hand-carved pillars to topple them to the ground, then head to the next area.

Slap the Sleepy Shaman

Swing on the dangling vines to reach the shaman, who will be in a deep meditative slumber—give him a swift slap upside the head to bring him back to reality. In exchange for idols, the shaman will provide you with all the essentials of modern jungle living.

Signature Swing

Say what you will about Harry, but the man can swing a mean vine. Take a running leap off the cliff and grasp the hanging vine. Swing back and forth until you get enough momentum to leap to the next vine. Press Down on the C Stick to slide down the vine, build up some momentum, then hurl yourself to the next vine.

PUNCHAU SHRINE

IDOLS / 2	EXPLORERS / 1	SHAMAN / No

The little that remains of the once-magnificent Punchau Shrine is rife with adventurer-skewering traps, confounding puzzles and irate natives. The ruins have taken many careless lives, so plan each step carefully. Keep an eye out for a hidden hallway covered with spiderwebs, and return to it once you've found a torch.

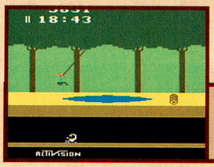
Trick or Trap

Don't step hastily into the spike trap—take the time to memorize the pattern and timing, or you'll end up with a sharpened stake in a place you'd rather not have one. Roll under the first batch of wooden spikes, hop over the middle group, then roll safely under the final set.

In the clearing following the traps, you'll have to slug it out with a bush ninja. Give him a taste of your finest kung fu, then move ahead to the three switches on the floor. Stand on the first switch until it depresses completely, then do the same with the other two. Run ahead and climb up the three slowly descending pillars.

Skullduggery

The crudely carved skull boulder hides a secret; press the Y Button to roll through the mouth of the skull, grab the idol inside then roll back out and through the opening that leads to the cavern. You'll notice an explorer who's trapped behind a spiderweb, but you'll have to come back for him later when you have the torch.



Pitfall, Atari 2600 Style

From the title screen, hold the L and R Buttons and tap X, X, Left, Right, X, B, A, Up and X to play the original Pitfall.

THE PLANE COCKPIT

IDOLS / 0	EXPLORERS / 0	SHAMAN / Yes

The tremendous force of the crash ripped the cargo plane's cockpit from its fuselage. The nose of the aircraft flew off and broke through a solid rock wall at the end of the tunnel. To reach the cockpit, you'll have to brave a dim cavern teeming with scorpions.

Run. Quickly.

As you approach the first chasm, a mob of ill-tempered scorpions will charge directly at you. For the time being, you won't be able to damage them—scorpions are out of your league. Simply run and jump to the vine to evade their stingers.

At the end of the cavern, you'll see the nose of the plane protruding through the rock wall. Slide to the bottom of the vine and swing back and forth to build up enough steam to leap onto the nose. To reach the cockpit, press the Y Button to roll under the rock, then press B to kick out the windshield and enter the cockpit.

Deforestation

In the cockpit of the wrecked aircraft, you'll run into Grahm, the pilot. After your brief conversation, kick out the window to exit the plane and return to the jungle floor. Look for a tree with a cracked and splintered trunk—jump-kick it to topple it, then run along the wooden ramp it forms to reach the next region.

NATIVE JUNGLE

IDOLS / 1	EXPLORERS / 0	SHAMAN / No

Even for the legendary Pitfall Harry, the dense rainforest is unfamiliar and unfriendly territory. The natives, on the other hand, know the area like the backs of their absurdly oversized wooden masks. Be prepared for anything—you're in their world now.

Rolling Lumber

Natives will roll massive logs downhill as you run up—hop over them, but watch out for the boulder that sends the logs skyward. When you reach the hilltop, give the natives the spanking they've been begging for—press Y then B to sweep-kick and daze them. Then finish 'em off.

Sneak by Monkeys, Smack Natives

The gully ahead of you is strewn with snoring howler monkeys—unless you want to wake them and get tagged in the head with a melon, press the Control Stick lightly to tiptoe past them. Move on to defeat a few natives, then fight off a fearsome native ambush to unlock the gate to the next region.

ALTAR OF HUITACA

IDOLS / 2	EXPLORERS / 0	SHAMAN / Yes

The Altar of Huitaca rises from a clearing in the heartland of hostile native territory. Crabby locals have retreated behind a locked gate that blocks your path, and they won't come out until you unlock it. You'll find the gate switch in the most inconvenient place possible: the upper floor of the stone tower.

Swing for the Switch

Ascend the platform near the area blanketed with fiery coals. From the top, you can make an easy leap to a vine. Press the L or R Button to steer toward the next vine. Leap to it, swing to build momentum, and jump to the stone tower. Use the C Stick to flip the switch.

Shaman on the Roof

You've flipped the switch and opened the native's gate, but don't drop to fight them just yet—jump to the vine on the other side of the tower and use it to reach a short vine dangling high in the trees. From there, you can swing to a platform near the top of the tower and climb to the napping Shaman.

Fool's Firewalk

The fire and brimstone may be tantalizing, but don't go thinking you can hop across it like you would a patch of sunbaked sand—you'll only burn and blister your feet. Head back here when you've learned the Heroic Dash ability—it'll let you sprint across the hot coals.

Engine Trouble

There may be some sputtering life left in the airplane engine, but you won't be able to find out until you find a sling. When you get your hands on one, hoof it back to the engine and chuck a few stones into the sizzling circuitry.

THE GREAT TREE

IDOLS / 1	EXPLORERS / 0	SHAMAN / Yes

In the heart of the jungle, an ancient tree has grown to a breathtaking height. The Great Tree would dwarf most big-city office buildings. Unfortunately for you, you're going to have to find a way to scale the natural wonder.

Jungle High Rise

Search the base of the Great Tree for a cluster of mushrooms. Climb the mushrooms and use a vine to swing to the opposite wall. As you ascend to the top of the tree, water will gush from the wall, filling the areas below you. When you come down from the tree, use the slingshot to drain the water.

Idol on High

An idol sits in the highest branches of the Great Tree, and it's ripe for the taking. Grab hold of the vine that dangles near the stone doorway, swing as high as you can and leap off to grab the edge of the branch. Pull yourself up, kick the howler monkey off the branch and claim your prize.

Journeying Onward

The Hero's Handbook will guide you through the remainder of the game, but here are a few supplemental hints that you won't find in your handbook.

- **If you see a small opening, try rolling through it—you never know what you'll find.**
- **When searching for a hidden idol, press the Z Button to scour the area from Harry's point of view.**
- **Remember to refill your canteen each time you pass a healing spring—you'll be glad you did.**
- **When you enter an area or press a switch, a short cinema scene will often tell you what to do next.**
- **If you're unsure of your next move, look at your map—it'll tell you the where and show you the how.**
- **Turn up the TV volume and listen for sounds that indicate an idol, trapped survivor or enemy is near.**
- **If you're ever in doubt, consult the Hero's Handbook. And don't forget to save your game!**

AMAZONIAN ADVENTURE

Harry's overblown ego and sheer perseverance have helped him survive a plane crash, thwart a native ambush and navigate the unforgiving jungle, but a vast majority of the harsh Peruvian landscape remains uncharted. It's going to take a lot of tenacity to save all of the imprisoned explorers, defeat your rivals and take home a jungle-load of treasure, so you'd better get bushwhacking!

GET CONNECTED

FINAL FANTASY® CRYSTAL CHRONICLES™

ファイナルファンタジー・クリスタルクロニクル

TEEN T CONTENT RATED BY ESRB
Fantasy Violence

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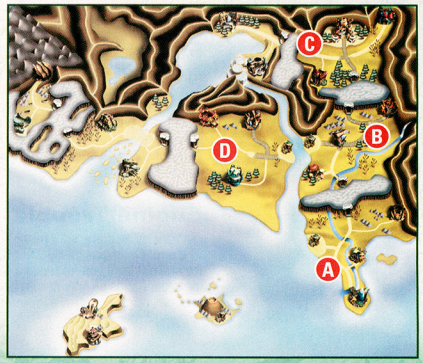
AS A NEW YEAR DAWNS, THE CRYSTAL CARAVAN FORGES ON

Miasma fog shrouds your caravan. Only the Crystal Chalice and its precious Myrrh protect you from the poisonous air. By tapping one more Myrrh Tree, you'll have enough of the liquid to sustain your village for another year. Our part-two review of Final Fantasy: Crystal Chronicles picks up where part one left off—on the road to the Mine of Cathuriges.

A Long Journey

Last month, we detailed your first journey through the River Belle Path and the Mushroom Forest. This month, we start with descriptions of two towns then continue with the recommended order through the battle areas. As you advance, you can return to areas previously-explored to collect bonus items and, eventually, more Myrrh.

- A TIPA PENINSULA
- B IRON MINE DOWNS
- C ALFITARIA
- D PLAINS OF FUM



CHANGING CHALICE

The Miasma Stream's element changes from year to year in a set cycle. To cross the stream, you must match the Crystal Chalice's element with that of the stream. You can do so at Hot Spots or as you enter certain areas.

Marr's Pass

Two blacksmiths—one an expert on armor and the other a crafter of weapons—will set you up for your journey in Marr's Pass. If you don't have the right raw materials, you can purchase them from traveling merchants.

A WELL-KEPT SECRET

The secret item of Marr's Pass is near the well at the south end of town. Walk around the well until the Examine icon appears, then press the A Button to collect the item.

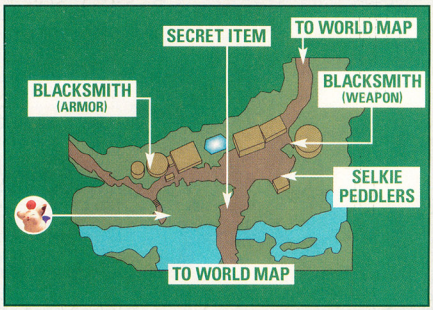
MEET THE MOOGLE

South of the armor blacksmith, you'll find stairs that lead to the home of the Marr's Pass Moogle. Stop in for a stamp and a painting session.

METAL MERCHANTS

On odd-numbered years, you'll find Selkie peddlers under a striped awning. See them for raw materials that blacksmiths can make into weapons or armor.

ITEM	PRICE	ITEM	PRICE	ITEM	PRICE
BRONZE	300	WARRIOR'S WPN	300	IRON SALLET	100
IRON	500	IRON ARMOR	150	MYTHRIL SALLET	250
MYTHRIL	5,000	MYTHRIL ARMOR	300	IRON BELT	100
BRONZE SHARD	100	MYTHRIL SHIELD	250	MYTHRIL BELT	250
IRON SHARD	100	IRON GLOVES	100		
ALLOY	250	MYTHRIL GLOVES	250		



The Town of Alfitaria

Once a grand city, Alfitaria has become little more than an outpost where travelers can purchase items and have weapons forged. Look for the area's Moogle Nest near the water.

PACK A LUNCH

A shop west of the town center specializes in HP-restoring food. You can sell items there for the cash to purchase nourishment.

ITEM	PRICE
MEAT	40
FISH	40
SPRING WATER	20
MILK	20

SELKIE IN SHADOWS

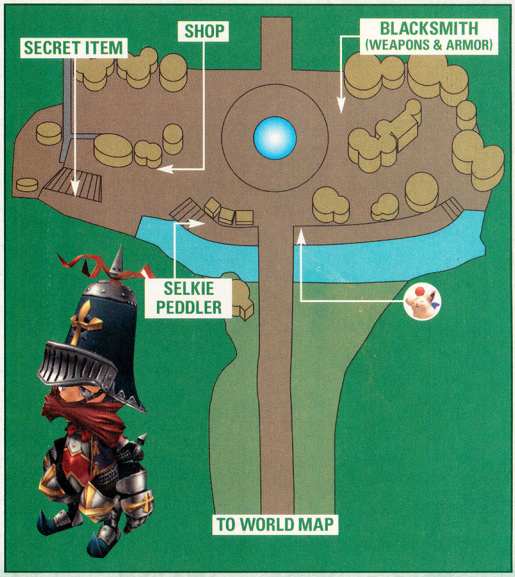
On even-numbered years, you'll find a Selkie peddler in a dark corner. Trade with the merchant for materials.

ITEM	PRICE	ITEM	PRICE
BRONZE	300	MYTHRIL ARMOR	300
IRON	500	MYTHRIL SHIELD	250
MYTHRIL	5,000	IRON GLOVES	100
BRONZE SHARD	100	MYTHRIL GLOVES	250
IRON SHARD	100	IRON SALLET	100
ALLOY	250	MYTHRIL SALLET	250
WARRIOR'S WPN	300	IRON BELT	100
IRON ARMOR	150	MYTHRIL BELT	250

ROYAL PAYOFF

Search for Knocfelna to begin a side quest that reveals the story of a princess. Steps in the quest, which will take you until at least year six, are shown below.

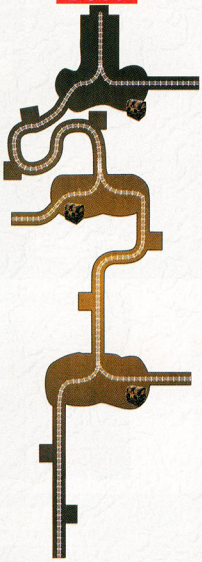
1. TALK TO KNOCFELNA IN ALFITARIA.
2. SPEAK TO ODOW, A PEDDLER IN MARR'S PASS.
3. BUMP INTO THE DISGUISED PRINCESS AT JEGON RIVER.
4. ENCOUNTER KNOCFELNA IN LEUDA.
5. SPEAK TO THE PRINCESS AND KNOCFELNA IN FIELDS OF FUM.
6. FIND THE PRINCESS AND KNOCFELNA IN LEUDA.
7. EXIT LEUDA BY LAND TO WATCH A MOVIE ABOUT THE PRINCESS.
8. EXIT ALFITARIA TO WATCH THE FINAL MOVIE SEQUENCE.

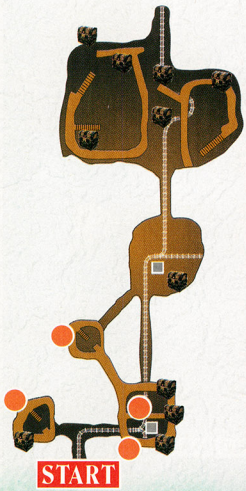


The Mine of Cathuriges

Ogres and Orcs populate the mine that was carved by Lilties. A mine cart sits at the cavern's south entrance. By slapping the cart with your weapon, you can send it rolling through obstacles. Use switches to make the cart head north.

BOSS





START

	BAT HP: 5 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
	BOMB HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE/LIGHTNING
	COCKATRICE HP: 18 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
	ICE BOMB HP: 15 CYCLES: 2&3	RESISTANT TO: ICE VULNERABLE TO: FIRE/LIGHTNING
	OGRE HP: 48 CYCLES: ALL	RESISTANT TO: LIGHTNING VULNERABLE TO: –
	ORC HP: 16 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
	ORC (MACE) HP: 16 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
	ORC (SPEAR) HP: 20 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
	ORC MAGE HP: 16 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
	THUNDER BOMB HP: 15 CYCLES: 2&3	RESISTANT TO: LIGHTNING VULNERABLE TO: FIRE/ICE
	WRAITH HP: 20 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE/ICE/LIGHTNING

MAP KEY

- TREASURE CHEST
- SWITCH
- HOT SPOT (FIRE)

MONSTER STATS

Depending on the number of players and the Myrrh cycle, a creature's HP will be boosted by a multiplier.

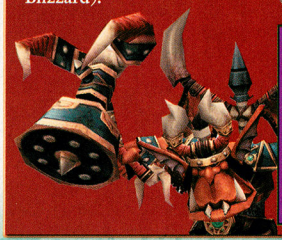
	1 PLAYER	2 PLAYERS	3 PLAYERS	4 PLAYERS
CYCLE 1	–	x1.25	x1.50	x1.75
CYCLE 2	x1.50	x1.875	x2.25	x2.625
CYCLE 3	x2.50	x3.125	x3.75	x4.375

Orc King

Dispatch the Orc King's followers immediately, run from the brute's developing spells and blindside him with Blizzara (Blizzard fused with Blizzard).

STEP LIVELY

The Orc King is brutal when he meets you head-on. Move to one side of him and hit him hard. He'll glow red when his energy is critically low, then he'll self-destruct. Put a Phoenix Down on your command list and prepare for the worst.



DECOY PLOY

The Orc King concentrates on one hero at a time. In a multiplayer game, send one player in close to the king to draw all of the attention, then use the others to hit the beast with combined spells.

Goblin Wall

A refuge for goblins, ghosts and Electric Jellyfish, Goblin Wall is loaded with monsters and treasure. A skull switch above each cave will give you access to the cave's contents. When you return for more Myrrh in the second cycle, you'll find additional treasure, too.

BAT	HP: 5 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
CERBERUS	HP: 32 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: ICE
ELECTRIC JELLYFISH	HP: 12 CYCLES: ALL	RESISTANT TO: LIGHTNING VULNERABLE TO: ICE
FLAN	HP: 10 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
GHOST	HP: 20 CYCLES: 2&3	RESISTANT TO: ICE VULNERABLE TO: LIGHTNING
GOBLIN	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE/LIGHTNING
GOBLIN (MACE)	HP: 18 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE/LIGHTNING
GOBLIN (SPEAR)	HP: 15 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE/LIGHTNING
GOBLIN CHIEFTAIN	HP: 24 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
GOBLIN MAGE	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE

MAP KEY

- TREASURE CHEST
- KEY PEDESTAL
- SWITCH
- OIL URN
- HOT SPOT (EARTH)
- WATER URN
- HOT SPOT (FIRE)

Goblin King

The Goblin King enjoys protection from his goblin kin. After you defeat a monster quartet for keys to the throne area, you'll take on goblin pairs while pursuing their leader. Dispatch the little guys first.

PURGE THE POISON

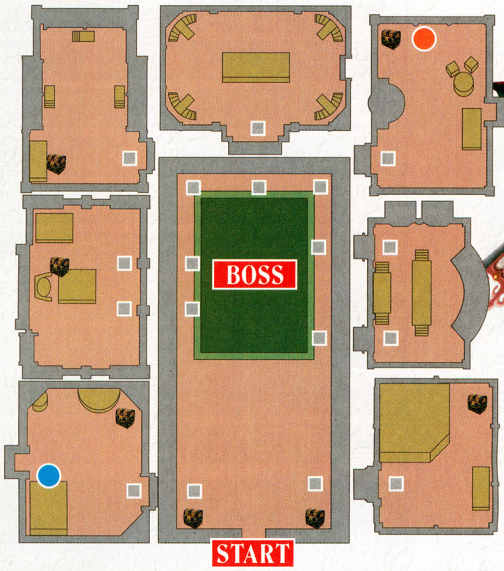
If the king's poison hits you, use Clear then Cure. The monster appears in four places. When you track him down, hit him repeatedly with your quickest attack before he teleports.

MP ZONE DEFENSE

In a multiplayer game, it pays to spread out the heroes and prepare for the king's next teleportation. When he moves, the closest player can get in a few hits while the others rush to the scene.

Moschet Manor

Before you face the lord of Moschet Manor, you'll have to seek out and defeat all of the Tonberry Chefs. On the way, be sure to collect every precious piece of Magicite. A fused-Magicite Gravity spell will be useful when you need to weigh down the flying gargoyles in the courtyard.



MAP KEY

- TREASURE CHEST
- SWITCH
- HOT SPOT (FIRE)
- HOT SPOT (WATER)

COEURL	HP: 20 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: –
GARGOYLE	HP: 5 CYCLES: ALL	RESISTANT TO: FIRE/ICE/LIGHTNING VULNERABLE TO: –
GREMLIN	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE
OCHU	HP: 40 CYCLE: 3	RESISTANT TO: – VULNERABLE TO: FIRE
TONBERRY CHEF	HP: 15 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: –

Gigas Lord NP

Following the defeat of the last chef, the Gigas Lord will run out into the courtyard. As soon as you hit him once, the lord's lady will join him. Separate the creatures and don't let them team up on you.

BATTLE THE BEHEMOTH

The Gigas Lord stomps the ground to send out shockwaves, and tries to whittle away at you with physical attacks. You can diffuse the beast's power by keeping your distance.

UNLUCKY LADY

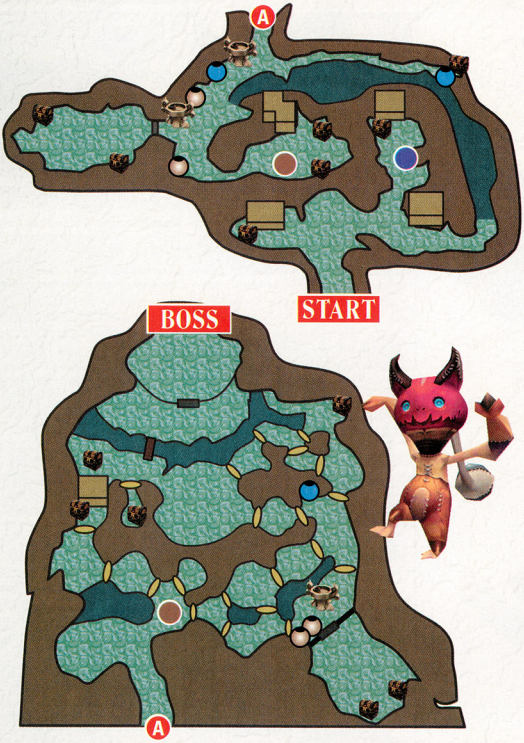
Maggie, the matron, will use magic to slow you down. Her presence also encourages the Gigas Lord to revive the pair's HP. Go after Maggie first with Thunder- or Blizzard-based spells.

DIVIDE & CONQUER

When Maggie is part of the picture, you won't have a lot of success against the Gigas Lord. In a multiplayer game, you should devote at least half of your forces to defeating the matron.

Tida Village

With Tida's crystal depleted of Myrrh, the village becomes engulfed in Miasma. The villagers remain in the form of fast and flighty skeletons and Gremlins. Try to hit them from a distance. As you explore the village's advanced areas, you'll need Fire Magicite to burn away vines and cobwebs.



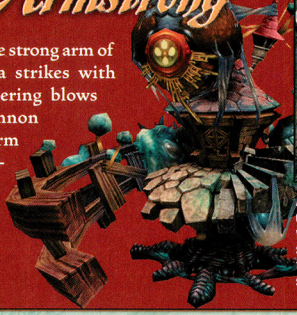
ABADDON	HP: 32 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: –
BOMB	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE/LIGHTNING
CARRION WORM	HP: 24 CYCLES: ALL	RESISTANT TO: LIGHTNING VULNERABLE TO: FIRE
GREMLIN	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE
HELL PLANT	HP: 12 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
MAGIC PLANT	HP: 18 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: –
SKELETON	HP: 15 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
SKELETON (MACE)	HP: 15 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
SKELETON (SPEAR)	HP: 18 CYCLE: 3	RESISTANT TO: – VULNERABLE TO: FIRE
SKELETON MAGE	HP: 15 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE
STONE PLANT	HP: 8 CYCLES: ALL	RESISTANT TO: FIRE/ICE/LIGHTNING VULNERABLE TO: –

MAP KEY

- TREASURE CHEST
- KEY PEDESTAL
- HOT SPOTS (EARTH)
- OIL URN
- HOT SPOTS (WIND)
- WATER URN

Armstrong

The strong arm of Tida strikes with lumbering blows and cannon blasts. Avoid the arm and steer clear of projectiles. Counter with Fire-based spells and physical attacks.



MISTY MALAISE

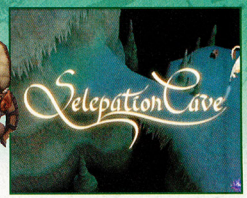
After Tida's house monster takes damage, it releases a vapor. If you're caught in the haze, you'll slow down and become an easy target. Jump back as soon as you see the mist spread.

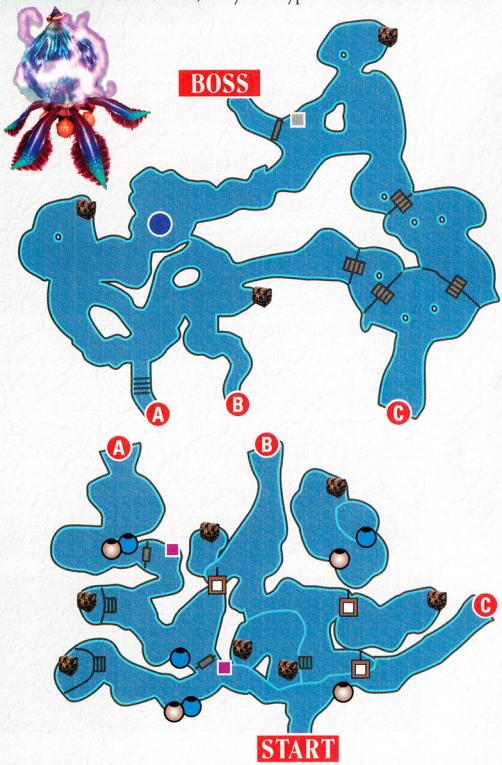
MSP HOLY TEAMWORK!

Multiple players should take the same basic tack as a single player—stay out of the mist and beyond cannon range. If you have the right Magicite, combine spells to create Holy or Holyra.

Selepation Cave

Crossing the Jegon River west of Marr's Pass, you'll reach the Plains of Fum. Journey south from the river to Selepation Cave. If you stay on the eastern path through the cave, you'll find a direct route to the boss, but you'll bypass most of the cavern's treasures.





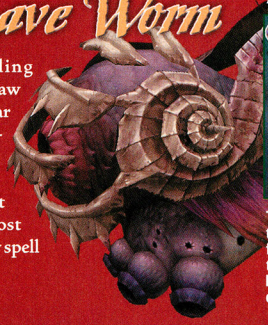
MAP KEY

- ELEVATOR
- HOT SPOT (WIND)
- SWITCH
- TREASURE CHEST
- WATER URN
- OIL URN
- SWITCH (CRYSTAL)

	BLAZER BEETLE HP: 32 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE/ICE/LIGHTNING
	COCKATRICE HP: 18 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
	ELECTRIC JELLYFISH HP: 12 CYCLES: ALL	RESISTANT TO: LIGHTNING VULNERABLE TO: ICE
	GIGAS HP: 60 CYCLES: ALL	RESISTANT TO: ICE VULNERABLE TO: FIRE
	KILLER BEE HP: 6 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
	LIZARD CAPTAIN HP: 15 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: –
	LIZARD MAGE HP: 15 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE
	LIZARDMAN HP: 15 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: ICE
	LIZARDMAN (MACE) HP: 15 CYCLE: 3	RESISTANT TO: – VULNERABLE TO: ICE
	LIZARDMAN (SPEAR) HP: 15 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: ICE
	SAHAGIN HP: 18 CYCLES: ALL	RESISTANT TO: – VULNERABLE TO: FIRE
	SONIC BAT HP: 6 CYCLES: 2&3	RESISTANT TO: – VULNERABLE TO: FIRE

Cave Worm

Inhaling to draw you near then exhaling a brutal sand blast, the Cave Worm is a thick-skinned and lethal beast that is resistant to most magic. Hit it with the Holy spell or physical attacks.



MONSTER MASH

The boss stays in one place. Run up to its side and slam it with a focused attack. As soon as you hit the worm, it will pivot to face you. Run around to the other side and continue your attack.

MP FOUR AS ONE

Since the Cave Worm doesn't roam around the arena, you can set down the Crystal Chalice in the monster's vicinity and dedicate all players to the battle. While one player heals, have the others attack.

The Fields of Fum

Country living reigns supreme among the farms and orchards of Fum. There's no better place to get a Striped Apple and an earful of local gossip. Stroll along the community's meandering paths and take in the atmosphere before you return to your Myrrh-collecting mission.

SLOW STAMPEDE

Morris Ranch occupies a large section of southern Fum. Search for an opening in the fence where you can talk to Morris and bet on the cow races.

WATER REWARD

Search the river's east bank, near the bridge. The Examine icon will appear when you get close to the area's secret item. Press A to ferret out the prize.

MOOGLE MANSION

The Moogle's residence is a modest home by normal standards but grand for a Moogle. You'll find it in the middle of the path that meanders to the southeast.

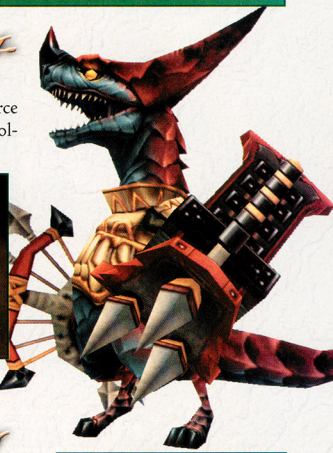
SELKIE SALES

On odd-numbered years, you'll find a Selkie salesman on the west side of the river. The merchant specializes in raw materials and item plans. Since there's no blacksmith in town, you'll have to go elsewhere to have the items made.

ITEM	PRICE	ITEM	PRICE
BRONZE	300	MYTHRIL ARMOR	300
IRON	500	MYTHRIL SHIELD	250
MYTHRIL	5,000	IRON GLOVES	100
BRONZE SHARD	100	MYTHRIL GLOVES	250
IRON SHARD	100	IRON SALLET	100
ALLOY	250	MYTHRIL SALLET	250
WARRIOR'S WPN	300	IRON BELT	100
IRON ARMOR	150	MYTHRIL BELT	250

On to Daemon's Court

The lizards of Daemon's Court take no prisoners. They attack with fierce swings of strong weapons. You'll earn passage to the boss's area only by collecting a pair of keys from downed enemies.



After you survive battles on the narrow walkways around the fortress, you'll take on the Lizardman King. The monarch is strong but slow. Avoid his projectile attack and try to lure the beast near the arena's spinning saw blades.

Hang in There, Kupo!

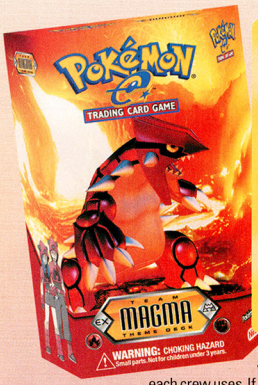
As you continue your search for Myrrh, you'll travel to new areas, such as Veo Lu and Rebena Plains, and return to old stomping grounds for additional cycles—new opportunities to tap trees for Myrrh. Along the way, you'll meet a cast of colorful characters and learn the tales of their travels. Happy trails!

Pokécenter

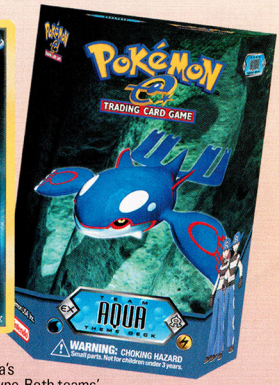
While a new breed of criminal is loose in Pokémon Colosseum, two teams are readying a TCG surf-or-turf war that will subvert the game as you know it. En garde!

TAG-TEAM TAKEOVER

Incinerate the planet, or flood it with tsunamis? You'll need to make a decision soon, because the eco-thugs who nearly destroyed the world in Pokémon Ruby and Pokémon Sapphire will soon expand their schemes beyond the Game Boy Advance. When the fourth EX expansion, EX Team Magma vs. Team Aqua, hits stores on March 15, you'll need to make the toughest choice of your TCG career. Will you resist takeover and stand your ground against the thugs? Or will you succumb to their crooked powers? They'll be bringing dirty tricks—and twisted Pokémon—to the table.



Most cards in the expansion deal with team-tagged Pokémon that each crew uses. If a Pokémon has Team Magma or Team Aqua in its name, it's often a dual-Energy-type Pokémon with an added Darkness-type, which helps it exploit more weaknesses in its opponents. Team Magma's Groudon, for instance, is a Fighting-and-Darkness-type. You can get your greedy mitts on the legendary Pokémon—and lots of hot gear—with the Team Magma theme deck.



If you dive into the Team Aqua theme deck, you'll own Team Aqua's Kyogre, a Water-and-Darkness-type. Both teams' Darkness-tainted Pokémon can also draw on Darkness Energy to add 10 damage to its attacks. Of course, Team Aqua's Kyogre can already unleash torrents of pain with its Aqua Smash, which does 50 damage plus 30 more if the target has a special condition (which Kyogre can inflict with its Aqua Trip! Glug, glug, glug).

TCG SEEKS CARD ARTISTS

Ever want to design your own Pokémon TCG card? Make your vision reality—for Pikachu, Mudkip, Treecko, Torchic or Wurmple—and enter the Kids' WB Poké Card Creator contest. Starting February 16, get the entry form from www.kidswb.com or participating Target Cafés, then submit your design before April 10. If your design is one of the five chosen—one for each of the Pokémon—your card will be published in a special-edition booster pack. Each artist will win 50 of the exclusive packs (plus a $500 Target GiftCard). Five thousand first-prize winners will also get the pack—so your work could be seen everywhere!

WANT TO SURVIVE? CHOOSE A SIDE!

As EX Team Magma vs. Team Aqua moves full-steam ahead to its March 15 TCG takeover, the time to choose sides draws near. Have you always been intrigued by Team Magma's fiery passion for Fire-types—and for roasting the planet? Or have you wished to be in league with Team Aqua and its Water-type Pokémon—and help advance its aquatic agenda? Then enter the Team Magma/Team Aqua sweepstakes!

250 WINNERS Sizzle with Team Magma style. Heat up the scene!

250 WINNERS Wear Team Aqua's colors. Go aggro with H_2O attitude!

To enter, print your name, address, telephone number, the words "Pokémon TCG Sweepstakes" and either "Team Aqua" or "Team Magma" (you may pick only one team) on a postcard, and mail the entry to this address:

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Official Sweepstakes Rules
NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, the words "Pokémon TCG Sweepstakes", and either "Team Aqua" or "Team Magma" (you may pick only one team) on a postcard, and mail the entry to this address: POKéMON TCG SWEEPSTAKES, P.O. BOX 3481, REDMOND, WA 98073-3481. One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 4/1/04 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/20/04, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 5/20/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 500 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 4/20/04) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize (for Team Aqua): Two hundred fifty (250) Grand Prize winners will each receive a Team Aqua T-shirt. Approximate retail value of Team Aqua T-shirt is $9.99 each. Grand Prize (for Team Magma): Two hundred fifty (250) Grand Prize winners will each receive a Team Magma T-shirt. Approximate retail value of Team Magma T-shirt is $9.99 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2004 by Nintendo of America Inc.

BERRIES FOREVER

If you've been playing Pokémon Ruby and Pokémon Sapphire for one year, you may see a minor issue with the Pak's Berry Program that could affect small areas in the game, such as growing certain berries. We recommend that you update your Berry Program in one of three convenient ways. You can download Jirachi from the Pokémon Colosseum Bonus Disc, or use one of the connective features when you link Pokémon Ruby or Pokémon Sapphire to Pokémon Colosseum. Or, in early March, you can visit participating EB Games and GameStop locations to get the free Berry Program. Check pokemon-games.com or contact your local store for more details.

CARD COLOSSEUM

Jay M. from Massachusetts composes his crew from some of the toughest Pokémon in each of the three EX expansions, including the EX Dragon titans. Such a menagerie demands a risky and nearly reckless spectrum of Energy cards. But Jay keeps five types of energy close at hand with two solutions: Rainbow Energy and Energy Recycle System cards.

DECK NAME: *HYDROFLAME*
TAUNT: *"DRENCHED! SCORCHED!"*

3x	HORSEA	#58
2x	SEADRA	#40
1x	KINGDRA ex	#92
3x	TRAPINCH	#78
2x	VIBRAVA	#47
1x	FLYGON	#15
3x	BAGON	#49
2x	SHELGON	#41
1x	SALAMENCE	#19
3x	TORCHIC	#73
2x	COMBUSKEN	#28
1x	BLAZIKEN	#15
3x	RALTS	#67
2x	KIRLIA	#40
1x	GARDEVOIR	#7
2x	ENERGY RECYCLE SYSTEM	#84
2x	ENERGY SEARCH	#90
2x	HIGH PRESSURE SYSTEM	#85
2x	BALLOON BERRY	#82

THE REST OF THE DECK

2x RAINBOW ENERGY #95	4x GRASS ENERGY
4x WATER ENERGY	4x LIGHTNING ENERGY
4x FIRE ENERGY	4x PSYCHIC ENERGY

Jay uses five kinds of energy, but he leans most heavily on Fire Energy, which gets his Salamence off the ground and fans the flames of his Combusken strategy. After he evolves the Fire-type into play, its Flamethrower will do 80 damage if he discards a Fire Energy card.

Why would Jay add Psychic-types to a deck strained by his dragons' diverse energy needs? More ways to exploit foes' type weaknesses, for one. But he can also evolve Gardevoir into play. Its Energy Burst does 10 damage for each Energy card on Gardevoir—and its unfortunate target!

Jay attaches Balloon Berry to a Pokémon that he intends to retreat. The new card saves him from paying the retreat cost, which can be really steep for some of his toughest Pokémon.

Water, Fire, Grass, Lightning and Psychic: Jay's energy use is kamikaze-style, but he's using a wild card that evens odds: Rainbow Energy, which he can use as any type of energy.

KINGDRA ex #92

Kingdra ex's Hydrocannon does 50 damage, plus up to 40 more when you flood it with extra Water Energy beyond its basic Energy cost.

Jay uses only five Water Energy cards, but he uses Energy Search to get them faster and Energy Recycle System to scrounge for more in his discard pile.

SALAMENCE #19

Jay's Salamence requires Fire and Water Energy for its Dragon Flame. If he discards an attached Energy card, its attack soars from 40 to 60 damage.

With the dragon's Energy Card needs, if Jay discards to stoke Dragon Flame, he'll risk running out of fuel—all the more reason for Energy Recycle System.

FLYGON #15

Most decks use two kinds of energy, but Jay takes a bold risk by adding Flygon, which needs Grass and Lightning Energy to power its 60-damage Air Slash.

ENERGY RECYCLE SYSTEM #84

The ERS card is critical to Jay's deck. It lets him pull any Energy card from his discard pile for his hand—or three if he chooses to shuffle them into his deck.

Card Key

- EX Ruby & Sapphire
- EX Dragon
- EX Sandstorm

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

You found the Ocarina!

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The Ocarina inspired by the Legend of Zelda® is now available!

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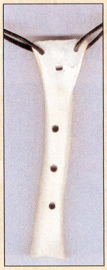
includes Extended Range Songbook plus Regular Songbook I

Extended Range Sweet Potato XL (Same as Extended Range but larger size and deeper sound).....59.95

Raku Pendant Ocarina (with necklace).....24.95

Eagle Bone Flute - cast in porcelin, simple to play, with necklace and playing instructions.....29.95



Eagle Bone Flute

Pendant Ocarina

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1080°: Avalanche

Aquaman: Battle for Atlantis

Auto Modellista

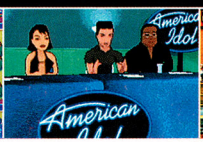
Batman: Rise of Sin Tzu

Beyblade: Super Tournament Battle

2003 NINTENDO POWER AWARDS NOMINATIONS

IT'S TIME TO SEPARATE THE WHEAT FROM THE CHAFF AS YOU DECIDE THE WINNERS OF THE 2003 NINTENDO POWER AWARDS. READ THROUGH THE NOMINATIONS, THEN SELECT YOUR WINNERS ON THE PLAYER'S POLL CARD PROVIDED. ONCE YOU'RE THROUGH, GO TO WWW.NINTENDO.COM/NP_AWARDS AND VOTE IN EVEN MORE CATEGORIES. IT'S ALL ON YOUR SHOULDERS!

Advance Wars 2: Black Hole Rising



American Idol

Bruce Lee: Return of the Legend

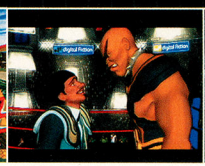
Castlevania: Aria of Sorrow

CIMA: The Enemy

Beyond Good & Evil

Big Mutha Truckers

Billy Hatcher and the Giant Egg



Black & Bruised

Buffy the Vampire Slayer: Chaos Bleeds

A GAME OF THE YEAR GCN

The list is an impressive one, with some of the best titles that we've seen in years. Everyone around the office seems to have a different choice, so we'll rely on your good judgment.

1. ☐ BEYOND GOOD & EVIL
2. ☐ F-ZERO GX
3. ☐ THE LEGEND OF ZELDA: THE WIND WAKER
4. ☐ MARIO KART: DOUBLE DASH!!
5. ☐ PRINCE OF PERSIA: THE SANDS OF TIME
6. ☐ SOUL CALIBUR II
7. ☐ *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE
8. ☐ TIGER WOODS PGA TOUR 2004
9. ☐ VIEWTIFUL JOE

B GAME OF THE YEAR GBA

RPGs rule the day in the GBA voting, but there's also an action title and a bizarre little game that gives you points for picking your nose. Hey, don't knock it till you've tried it.

1. ☐ CASTLEVANIA: ARIA OF SORROW
2. ☐ FINAL FANTASY TACTICS ADVANCE
3. ☐ FIRE EMBLEM
4. ☐ GOLDEN SUN: THE LOST AGE
5. ☐ HARVEST MOON: FRIENDS OF MINERAL TOWN
6. ☐ MARIO & LUIGI: SUPERSTAR SAGA
7. ☐ POKéMON RUBY & SAPPHIRE
8. ☐ SWORD OF MANA
9. ☐ WARIO WARE, INC.: MEGA MICROGAME$

C BEST GRAPHICS GCN

Here's a category that's attracting a ton of interest. Will all the fanboy complaints about Cel-da finally be put to rest, or will a more realistic look steal Wind Waker's thunder?

1. ☐ F-ZERO GX
2. ☐ THE LEGEND OF ZELDA: THE WIND WAKER
3. ☐ THE LORD OF THE RINGS: THE RETURN OF THE KING
4. ☐ MADDEN NFL 2004
5. ☐ PRINCE OF PERSIA: THE SANDS OF TIME
6. ☐ SOUL CALIBUR II
7. ☐ *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE
8. ☐ VIEWTIFUL JOE
9. ☐ XIII

D BEST GRAPHICS GBA

Some of the games are a little obscure (Gekido, anyone?), but they're all deserving. Flip through NP back issues and check Now Playing if you can't remember what a game looks like.

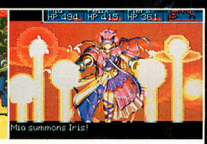
1. ☐ CASTLEVANIA: ARIA OF SORROW
2. ☐ FINAL FANTASY TACTICS ADVANCE
3. ☐ GEKIDO ADVANCE: KINTARO'S REVENGE
4. ☐ GOLDEN SUN: THE LOST AGE
5. ☐ MARIO & LUIGI: SUPERSTAR SAGA
6. ☐ MAX PAYNE ADVANCE
7. ☐ RAYMAN 3: HOODLUM HAVOC
8. ☐ SWORD OF MANA
9. ☐ WARIO WARE, INC.

Double Dragon Advance

Final Fantasy Tactics Advance

Fire Emblem

Gekido Advance: Kintaro's Revenge



Golden Sun: The Lost Age

Burnout 2: Point of Impact | Dakar 2: The World's Ultimate Rally | Def Jam Vendetta | Dinotopia: The Sunstone Odyssey | Dragon Ball Z: Budokai

E BEST SOUND GCN

Sound is defined as any effect that isn't music or a voice-over. Crank up the volume and figure out which cheers, clangs and crunches make your gaming day.

1. ☐ 1080°: AVALANCHE
2. ☐ LOTR: THE RETURN OF THE KING
3. ☐ MEDAL OF HONOR: RISING SUN
4. ☐ NCAA FOOTBALL 2004
5. ☐ PRINCE OF PERSIA: THE SANDS OF TIME
6. ☐ *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE
7. ☐ TOM CLANCY'S SPLINTER CELL
8. ☐ VIEWTIFUL JOE
9. ☐ XIII

F BEST ORIGINAL MUSIC GCN

Like techno? We've got that. Want Russian choir music or intense classical strings? We've got that, too. Even fans of the under-appreciated baritone sax will find something to vote for.

1. ☐ BEYOND GOOD & EVIL
2. ☐ FREEDOM FIGHTERS
3. ☐ HITMAN 2: SILENT ASSASSIN
4. ☐ IKARUGA
5. ☐ THE LEGEND OF ZELDA: THE WIND WAKER
6. ☐ SKIES OF ARCADIA LEGENDS
7. ☐ WARIO WORLD
8. ☐ XGRA: EXTREME-G RACING ASSOCIATION
9. ☐ XIII

G BEST MUSIC/SOUND GBA

From superb voice-overs acting to heartbreaking tunes to renditions of pop favorites, those little GBA speakers can really sizzle in the hands of talented designers.

1. ☐ AMERICAN IDOL
2. ☐ BRUCE LEE: RETURN OF THE LEGEND
3. ☐ CASTLEVANIA: ARIA OF SORROW
4. ☐ FIRE EMBLEM
5. ☐ GOLDEN SUN: THE LOST AGE
6. ☐ MARIO & LUIGI: SUPERSTAR SAGA
7. ☐ MAX PAYNE
8. ☐ SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
9. ☐ WARIO WARE INC.

H BEST RPG/STRATEGY GAME GCN

The GCN is getting more RPG titles all the time. All of the following games had the potential to consume your life, but only one can emerge a winner.

1. ☐ GLADIUS
2. ☐ GOBLIN COMMANDER: UNLEASH THE HORDE
3. ☐ LOST KINGDOMS II
4. ☐ MEDABOTS INFINITY
5. ☐ SKIES OF ARCADIA LEGENDS
6. ☐ SUMMONER: A GODDESS REBORN
7. ☐ THE SIMS
8. ☐ THE SIMS: BUSTIN' OUT
9. ☐ YU-GI-OH!: THE FALSEBOUND KINGDOM

Hamtaro: Ham-Ham Heartbreak | Harvest Moon: Friends of Mineral Town | King of Fighters 2 EX: Howling Blood | Mario & Luigi: Superstar Saga | Max Payne Advance

Enter the Matrix | F-Zero GX | FIFA Soccer 2004 | Freaky Flyers | Freedom Fighters

I BEST RPG/STRATEGY GAME GBA

This is perhaps the toughest category of the year, and it shows that the GBA is the machine to own for demanding RPG fans. Not since the Super NES have we seen such times.

1. ☐ ADVANCE WARS 2: BLACK HOLE RISING
2. ☐ FINAL FANTASY TACTICS ADVANCE
3. ☐ FIRE EMBLEM
4. ☐ GOLDEN SUN: THE LOST AGE
5. ☐ HARVEST MOON: FRIENDS OF MINERAL TOWN
6. ☐ MARIO & LUIGI: SUPERSTAR SAGA
7. ☐ POKéMON RUBY & SAPPHIRE
8. ☐ SHINING SOUL
9. ☐ SWORD OF MANA

J BEST CONNECTIVITY

From interactive maps to bombs dropped on a friend's head to ghost-gobbling madness, connectivity made great strides this year. Which game used the technology best?

1. ☐ BILLY HATCHER AND THE GIANT EGG
2. ☐ HARRY POTTER: QUIDDITCH WORLD CUP
3. ☐ THE LEGEND OF ZELDA: THE WIND WAKER
4. ☐ MEDAL OF HONOR: RISING SUN
5. ☐ PAC-MAN VS.
6. ☐ PRINCE OF PERSIA: THE SANDS OF TIME
7. ☐ RAYMAN 3: HOODLUM HAVOC
8. ☐ THE SIMS: BUSTIN' OUT
9. ☐ TOM CLANCY'S SPLINTER CELL

K BEST ADVENTURE/ PLATFORMER

We're all expecting a certain cel-shaded title to clean up in this category, but there's a lot of really, really good titles here. Can an underdog possibly dethrone the king?

1. ☐ BEYOND GOOD & EVIL
2. ☐ BILLY HATCHER AND THE GIANT EGG
3. ☐ BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
4. ☐ CASTLEVANIA: ARIA OF SORROW
5. ☐ I-NINJA
6. ☐ THE LEGEND OF ZELDA: THE WIND WAKER
7. ☐ PRINCE OF PERSIA: THE SANDS OF TIME
8. ☐ SPHINX AND THE CURSED MUMMY
9. ☐ SUPER MARIO ADVANCE 4: SMB3

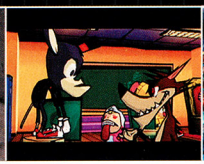
L BEST ACTION GAME/ SHOOTER

If you like your action hard-boiled, 2003 was a good year to own a GCN. Sexy new characters compete with very un-sexy orcs in the category that brings mayhem, mayhem, mayhem!

1. ☐ FREEDOM FIGHTERS
2. ☐ HITMAN 2: SILENT ASSASSIN
3. ☐ IKARUGA
4. ☐ LOTR: THE RETURN OF THE KING (GCN)
5. ☐ MEDAL OF HONOR: RISING SUN
6. ☐ P.N. 03
7. ☐ TRUE CRIME: STREETS OF L.A.
8. ☐ VIEWTIFUL JOE
9. ☐ XIII

Medal of Honor: Infiltrator | Mega Man Zero 2 | Ninja Five-O | Pokémon Ruby & Sapphire | Rayman 3: Hoodlum Havoc

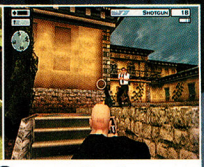
Gladius



Go! Go! Hypergrind

Goblin Commander: Unleash the Horde

Harry Potter: Quidditch World Cup



Hitman 2: Silent Assassin

M BEST FIGHTER/ BEAT-'EM-UP

This is another category in which we're expecting one game to win by a landslide . . . but what do we know? Be careful what you vote for, or bat-wielding thugs might visit your home!

1. ☐ BATMAN: RISE OF SIN TZU (GCN)
2. ☐ DEF JAM VENDETTA
3. ☐ DOUBLE DRAGON ADVANCE
4. ☐ DRAGON BALL Z: BUDOKAI
5. ☐ KING OF FIGHTERS 2 EX: HOWLING BLOOD
6. ☐ SOUL CALIBUR II
7. ☐ TEENAGE MUTANT NINJA TURTLES (GCN)
8. ☐ ULTIMATE MUSCLE—THE KINNIKUMAN LEGACY: LEGENDS VS. NEW GENERATION
9. ☐ WRESTLEMANIA XIX

N BEST RACING GAME

When you consider how simple the concept is, it's amazing how many different kinds of racing games are nominated. Realistic roads or surreal streets? The choice is yours.

1. ☐ AUTO MODELLISTA
2. ☐ BURNOUT 2: POINT OF IMPACT
3. ☐ DAKAR 2: THE WORLD'S ULTIMATE RALLY
4. ☐ F-ZERO GX
5. ☐ KIRBY AIR RIDE
6. ☐ MARIO KART: DOUBLE DASH!!
7. ☐ NEED FOR SPEED: UNDERGROUND (GCN)
8. ☐ R: RACING EVOLUTION
9. ☐ XGRA

O BEST SPORTS GAME GCN

We felt really bad about leaving John Madden out last year, so he's back in business. Can he take the crown from Mr. Hawk, or will another sport claim the top prize?

1. ☐ 1080°: AVALANCHE
2. ☐ FIFA SOCCER 2004
3. ☐ MADDEN NFL 2004
4. ☐ MARIO GOLF: TOADSTOOL TOUR
5. ☐ NBA STREET VOL. 2
6. ☐ NCAA FOOTBALL 2004
7. ☐ SSX 3
8. ☐ TIGER WOODS PGA TOUR 2004
9. ☐ TONY HAWK'S UNDERGROUND

P BEST MULTIPLAYER

If you can't decide which of the following titles should win, we suggest grabbing a friend and a case of soda and settling it over a long weekend of gaming.

1. ☐ BURNOUT 2
2. ☐ GOBLIN COMMANDER
3. ☐ MARIO KART: DOUBLE DASH!!
4. ☐ MARIO PARTY 5
5. ☐ NBA STREET VOL. 2
6. ☐ PAC-MAN VS.
7. ☐ SOUL CALIBUR II
8. ☐ *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE
9. ☐ XIII

Rock 'n' Roll Racing

Shining Soul

Super Mario Advance 4: Super Mario Bros. 3

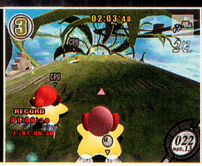
Super Puzzle Fighter II

Sword of Mana

The Hulk

I-Ninja

Ikaruga



Kirby Air Ride

The Legend of Zelda: The Wind Waker

Q BEST CUT SCENES

There's a certain title that had the advantage of top-flight hollywood actors and millions of dollars, but don't let that be your deciding factor. Sometimes simple is also beautiful.

1. ☐ BLACK & BRUISED
2. ☐ ENTER THE MATRIX
3. ☐ F-ZERO GX
4. ☐ FREAKY FLYERS
5. ☐ GO! GO! HYPERGRIND
6. ☐ R: RACING EVOLUTION
7. ☐ SKIES OF ARCADIA LEGENDS
8. ☐ VIEWTIFUL JOE
9. ☐ XIII

R BEST INTRO

The intro scene can be either a demo movie that plays when you don't touch the Controller for a bit, or the very first part of a game—before you take control of the action.

1. ☐ BEYOND GOOD & EVIL
2. ☐ BILLY HATCHER AND THE GIANT EGG
3. ☐ F-ZERO GX
4. ☐ LOST KINGDOMS II
5. ☐ MARIO GOLF: TOADSTOOL TOUR
6. ☐ MARIO & LUIGI: SUPERSTAR SAGA
7. ☐ SOUL CALIBUR II
8. ☐ SPAWN: ARMAGEDDON
9. ☐ XIII

S MOST PLEASANT SURPRISE

Sometimes a title comes out of nowhere and bowls you over, and other times a game is just much better than you expect. Did any of the following catch you unawares?

1. ☐ BRUCE LEE: RETURN OF THE LEGEND
2. ☐ BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
3. ☐ FREEDOM FIGHTERS
4. ☐ GEKIDO ADVANCE: KINTARO'S REVENGE
5. ☐ MEDAL OF HONOR: INFILTRATOR
6. ☐ METAL ARMS: GLITCH IN THE SYSTEM
7. ☐ THE SIMPSONS: HIT & RUN
8. ☐ SUPER PUZZLE FIGHTER II
9. ☐ TEENAGE MUTANT NINJA TURTLES (GBA)

T MOST OVERLOOKED

The poor cousin of the Pleasant Surprise category, the Most Overlooked award goes to a quality title that didn't seem to catch the public's interest. Are you listening, consumers?

1. ☐ BEYOND GOOD & EVIL
2. ☐ BILLY HATCHER AND THE GIANT EGG
3. ☐ CIMA: THE ENEMY
4. ☐ GOBLIN COMMANDER
5. ☐ THE HULK
6. ☐ IKARUGA
7. ☐ NINJA FIVE-O
8. ☐ RAYMAN 3 (GCN)
9. ☐ ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION

Teenage Mutant Ninja Turtles

Wario Ware, Inc.: Mega Microgame$

The Sims

The Sims: Bustin' Out

Skies of Arcadia Legends

The Lord of the Rings: The Return of the King

Lost Kingdoms II

Madden NFL 2004

Mario Golf: Toadstool Tour

Mario Kart: Double Dash!!

U THE GUILTY PLEASURE

If you do something bad and then cackle like a maniac every time it happens... it's the Guilty Pleasure! Pick the one that made you look around to see if anyone was watching.

1. ☐ SMASHING THINGS IN THE HULK
2. ☐ HITTING CARS IN BURNOUT 2'S CRASH MODE
3. ☐ DRIVING VERY, VERY BADLY IN TRUE CRIME
4. ☐ CREATING REALLY UGLY PEOPLE IN TIGER WOODS PGA TOUR 2004
5. ☐ CAUSING HAVOC WITH THE TITANS IN GOBLIN COMMANDER
6. ☐ HAULING TRASH IN TONKA RESCUE PATROL
7. ☐ SCREWING UP IN AMERICAN IDOL
8. ☐ TORMENTING YOUR SIMS IN THE SIMS: BUSTIN' OUT
9. ☐ TOSSING PIGS IN THE WATER IN THE LEGEND OF ZELDA: THE WIND WAKER

V BEST MULLETS

Normally the NP Krew tries to remain impartial, but truth be told, the only reason this category exists is to give props to Aquaman for his sweet mullet. Vote Aquaman in 2004!

1. ☐ AQUAMAN: BATTLE FOR ATLANTIS
2. ☐ BIG MUTHA' TRUCKERS
3. ☐ BLACK & BRUISED
4. ☐ DINOTOPIA: THE SUNSTONE ODYSSEY
5. ☐ DOUBLE DRAGON ADVANCE
6. ☐ DRAGON BALL Z: BUDOKAI
7. ☐ MONSTER 4X4: MASTERS OF METAL
8. ☐ TIGER WOODS PGA TOUR 2004
9. ☐ WWE CRUSH HOUR

W BEST NEW CHARACTER

A well-designed character can bring a tear to your eye, causing you to actually care about a collection of polygons. And, of course, some are just plain funny.

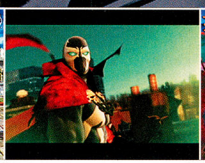
1. ☐ ARYLL (THE LEGEND OF ZELDA: THE WIND WAKER)
2. ☐ BILLY HATCHER (BILLY HATCHER AND THE GIANT EGG)
3. ☐ HECTOR (FIRE EMBLEM)
4. ☐ JADE (BEYOND GOOD & EVIL)
5. ☐ JIMMY (WARIO WARE INC.)
6. ☐ JOE (VIEWTIFUL JOE)
7. ☐ NINJA (I-NINJA)
8. ☐ THE TV (POKéMON CHANNEL)
9. ☐ VANESSA SCHNEIDER (P.N. 03)

X BEST VILLAIN

Bad guys. Where would we be without them? This year's crop features some returning heavies, but also a collection of strong newcomers like Sonja and those wily commies.

1. ☐ ALEX (GOLDEN SUN: THE LOST AGE)
2. ☐ FAWFUL (MARIO & LUIGI)
3. ☐ GANONDORF (THE LEGEND OF ZELDA: THE WIND WAKER)
4. ☐ HULK DAVIDSON (VIEWTIFUL JOE)
5. ☐ THE MONGOOSE (XIII)
6. ☐ SONJA (FIRE EMBLEM)
7. ☐ SPAT (HAMTARO: HAM-HAM HEARTBREAK)
8. ☐ TEAM AQUA AND TEAM MAGMA (POKéMON RUBY & SAPPHIRE)
9. ☐ THE COMMUNISTS (FREEDOM FIGHTERS)

Soul Calibur II



Spawn: Armageddon

Sphinx and the Cursed Mummy

SSX 3

Star Wars Rogue Squadron III: Rebel Strike

Mario Party 5 | Medabots Infinity | Medal of Honor: Rising Sun | Metal Arms: Glitch in the System | Monster 4 x 4: Masters of Metal

1 THE GREATEST CHALLENGE

Also known as the "Harder Than College" award. The winner will receive a shattered WaveBird.

1. ☐ BEATING DULLAHAN IN GOLDEN SUN: THE LOST AGE
2. ☐ BEATING STORY MODE IN F-ZERO GX
3. ☐ CLEARING THE PALANTIR OF SAURON IN LOTR: THE RETURN OF THE KING (GCN)
4. ☐ REACHING THE BOTTOM OF THE 100-LEVEL DUNGEON IN THE LEGEND OF ZELDA: THE WIND WAKER
5. ☐ TRYING TO STEER THE CAR IN ENTER THE MATRIX
6. ☐ GETTING A SILENT ASSASSIN RATING IN EVERY LEVEL OF HITMAN 2
7. ☐ BEATING THE LAST LEVEL OF IKARUGA
8. ☐ BEATING ANY LEVEL OF MEGA MAN ZERO 2
9. ☐ FINISHING FIRE EMBLEM WITHOUT LOSING A SINGLE CHARACTER

2 MOST MEMORABLE MOMENT

Like a good movie or a classic book, video games are an art form that leaves lasting memories. Which struck you hardest?

1. ☐ SEEING RHAKNAM'S LAST MOMENT IN SKIES OF ARCADIA LEGENDS
2. ☐ DISCOVERING THE FATE OF NINIAN IN FIRE EMBLEM
3. ☐ UNCOVERING MEWT'S PLIGHT IN FINAL FANTASY TACTICS ADVANCE
4. ☐ STRIKING THE FINAL BLOW AGAINST GANONDORF IN THE LEGEND OF ZELDA: THE WIND WAKER
5. ☐ WATCHING YOUR MULLET SWAY IN THE WAVES IN AQUAMAN
6. ☐ SINKING A HOLE-IN-ONE IN TIGER WOODS PGA TOUR 2004
7. ☐ GETTING THE BUTTERFLY SUIT IN P.N. 03
8. ☐ MAKING THE CUTE DOG CRY IN WARIO WARE INC.
9. ☐ DONNING THE SNAZZY BLACK SUIT IN HITMAN 2

AA STRANGEST CONCEPT

'Nuff said.

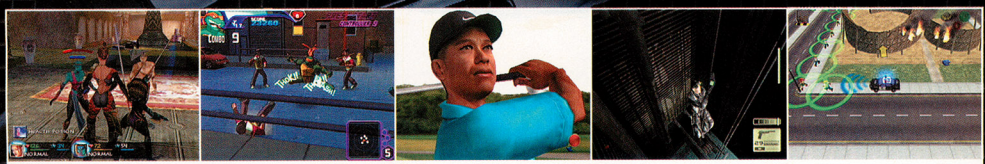
1. ☐ TEACHING PIKACHU TO WATCH TELEVISION (POKéMON CHANNEL)
2. ☐ BECOMING A CHAMPION IN THE ACTION-PACKED WORLD OF COMPETITIVE TOP SPINNING (BEYBLADE)
3. ☐ WEARING A CHICKEN SUIT AND USING EGGS TO SAVE THE WORLD (BILLY HATCHER AND THE GIANT EGG)
4. ☐ BATTLING THE EVIL CEO OF A VIDEO GAME COMPANY WHOSE GAMES ALL LAST THREE SECONDS OR LESS (WARIO WARE INC.)
5. ☐ GOING ON THE PAYROLL OF AN ECCENTRIC MILLIONAIRE WHO WANTS TO SEE MONSTER TRUCK RACES (MONSTER 4X4: MASTERS OF METAL)
6. ☐ LIVING IN A FUTURE IN WHICH DEADLY RACE CAR DRIVERS ROCK OUT TO CLASSIC METAL SONGS (ROCK 'N' ROLL RACING)
7. ☐ TRYING TO DESTROY YOUR FORMER BOSS'S BUSINESS BY BEATING UP HIS RENTAL SECURITY GUARDS (WRESTLEMANIA XIX)
8. ☐ LEARNING TO SPEAK HAMSTER (HAMTARO: HAM-HAM HEARTBREAK)

BB BEST OVERALL GAME OF 2003

The final vote is for the Best Overall Game of 2003—any title from the GCN or GBA. To enter, look at the all-inclusive game list on the following page, then write your top five choices (by number, not name) in the slots provided on the Player's Poll card. Once you've voted in every category, tear out the card and mail it to us—then don't forget to visit www.nintendo.com/np_awards to vote in even more categories!

VOTE EARLY

VOTE OFTEN



Summoner: A Goddess Reborn | Teenage Mutant Ninja Turtles | Tiger Woods PGA Tour 2004 | Tom Clancy's Splinter Cell | Tonka Rescue Patrol

NBA Street Vol. 2

NCAA Football 2004

Need for Speed: Underground

Pac-Man Vs.

P.N. 03

2003 RELEASES

NINTENDO GAMECUBE

1. 1080°: Avalanche
2. All-Star Baseball 2004
3. Aquaman: Battle for Atlantis
4. Army Men: Air Combat "The Elite Missions"
5. ATV: Quad Power Racing 2
6. Auto Modellista
7. Backyard Baseball
8. Batman: Dark Tomorrow
9. Batman: Rise of Sin Tzu
10. Beyblade: Super Tournament Battle
11. Beyond Good & Evil
12. Big Mutha Truckers
13. Billy Hatcher and the Giant Egg
14. Bionicle
15. Black & Bruised
16. Buffy the Vampire Slayer: Chaos Bleeds
17. Burnout 2: Point of Impact
18. Bust-a-Move 3000
19. Carmen Sandiego: The Secret of the Stolen Drums
20. Charlie's Angels
21. City Racer
22. Crash Nitro Kart
23. Cubix: Robots for Everyone—Showdown
24. Dakar 2: The World's Ultimate Rally
25. Def Jam Vendetta
26. Dinotopia: The Sunstone Odyssey
27. Disney Sports Basketball
28. Disney/Pixar's Finding Nemo
29. Disney's Extreme Skate Adventure
30. Disney's Hide & Sneak
31. Disney's Party
32. Dragon Ball Z: Budokai
33. Drome Racers
34. Enter the Matrix
35. Evolution Snowboarding
36. F-Zero GX
37. The Fairly OddParents: Breakin' da Rules
38. FIFA Soccer 2004
39. Freaky Flyers
40. Freedom Fighters
41. Freestyle Metal X
42. Frogger's Adventures: The Rescue
43. Gladius
44. Go! Go! Hypergrind
45. Goblin Commander: Unleash the Horde
46. Gotcha Force
47. Harry Potter and the Sorcerer's Stone
48. Harry Potter: Quidditch World Cup
49. The Haunted Mansion
50. Hitman 2: Silent Assassin
51. The Hobbit
52. Hot Wheels: World Race
53. The Hulk
54. I-Ninja
55. Ikaruga
56. The Italian Job
57. Jimmy Neutron Boy Genius: Jet Fusion
58. Kirby Air Ride
59. The Legend of Zelda Collector's Edition
60. The Legend of Zelda: Ocarina of Time Master Quest
61. The Legend of Zelda: The Wind Waker
62. Looney Tunes: Back in Action
63. The Lord of the Rings: The Return of the King
64. Lost Kingdoms II
65. Madden NFL 2004
66. Mario Golf: Toadstool Tour
67. Mario Kart: Double Dash!!
68. Mario Party 5
69. Medabots Infinity
70. Medal of Honor: Rising Sun
71. Mega Man: Network Transmission
72. Men in Black II: Alien Escape
73. Metal Arms: Glitch in the System
74. Midway Arcade Treasures
75. MLB Slugfest 20-04
76. Monster 4x4: Masters of Metal
77. The Muppets Party Cruise
78. NBA Live 2004
79. NBA Street Vol. 2
80. NCAA Football 2004
81. Need for Speed: Underground
82. NFL Blitz Pro
83. NHL 2004
84. NHL Hitz Pro
85. Pac-Man Vs.
86. Pac-Man World 2
87. Piglet's Big Game
88. P.N. 03
89. Pokémon Channel
90. Powerpuff Girls: Relish Rampage—Pickled Edition
91. Prince of Persia: The Sands of Time
92. R: Racing Evolution
93. Rally Championship
94. Rayman 3: Hoodlum Havoc
95. Red Faction II
96. Resident Evil 2
97. Resident Evil 3: Nemesis
98. Resident Evil Code: Veronica X
99. RoadKill
100. Rogue Ops
101. Shrek: Super Party
102. The Simpsons: Hit & Run
103. The Sims
104. The Sims: Bustin' Out
105. Skies of Arcadia Legends
106. Sonic Adventure DX: Director's Cut
107. Soul Calibur II
108. Spawn: Armageddon
109. Speed Kings
110. Sphinx and the Cursed Mummy
111. Spirits & Spells
112. SpongeBob SquarePants: Battle for Bikini Bottom
113. SSX 3
114. *Star Wars* Rogue Squadron III: Rebel Strike
115. Summoner: A Goddess Reborn
116. Superman: Shadow of Apokolips
117. SX Superstar
118. Tak and the Power of Juju
119. Teenage Mutant Ninja Turtles
120. Tiger Woods PGA Tour 2004
121. Tom and Jerry in War of the Whiskers
122. Tom Clancy's Ghost Recon
123. Tom Clancy's Splinter Cell
124. Tom Clancy's The Sum of All Fears
125. Tonka Rescue Patrol
126. Tony Hawk's Underground
127. TransWorld Surf: Next Wave
128. True Crime: Streets of L.A.
129. Tube Slider
130. Ultimate Muscle—The Kinnikuman Legacy: Legends vs. New Generation
131. Vexx
132. Viewtiful Joe
133. Wallace & Gromit in Project Zoo
134. Wario World
135. WWE Crush Hour
136. WWE Wrestlemania XIX
137. X2: Wolverine's Revenge
138. XGRA: Extreme G Racing Association
139. XIII
140. Yu-Gi-Oh!: The Falsebound Kingdom

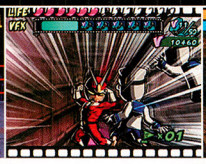
GAME BOY ADVANCE

141. Activision Anthology
142. Advance Wars 2: Black Hole Rising
143. All-Star Baseball 2004
144. American Idol
145. Backyard Hockey
146. Banjo-Kazooie: Grunty's Revenge
147. Barbie Horse Adventures: Blue Ribbon Race
148. Batman: Rise of Sin Tzu
149. Battlebots: Design and Destroy
150. Beyblade: Ultimate Blader Jam
151. Bionicle: The Game
152. Blackthorne
153. Boktai: The Sun Is in Your Hand
154. Bratz: Formal Funk
155. Bruce Lee: Return of the Legend
156. Buffy the Vampire Slayer: Wrath of the Darkhul King
157. Cartoon Network Speedway
158. Castlevania: Aria of Sorrow
159. CIMA: The Enemy
160. Corvette
161. Crash Bandicoot 2: N-Tranced
162. Crash Nitro Kart
163. Crazy Taxi: Catch a Ride
164. Crouching Tiger, Hidden Dragon
165. CT: Special Forces
166. Daredevil
167. DemiKids Light & Dark Versions
168. Digimon BattleSpirit
169. Digimon BattleSpirit 2
170. Disney Princesses
171. Disney Sports Motocross
172. Disney Sports Snowboarding
173. Disney/Pixar's Finding Nemo
174. Disney's Brother Bear
175. Disney's Extreme Skate Adventure
176. Disney's Lion King 1 1/2
177. Disney's Magical Quest Starring Mickey and Minnie
178. Disney's Party
179. Disney's The Jungle Book
180. Donkey Kong Country
181. Dora the Explorer: Super Spies
182. Double Dragon Advance
183. Dr. Seuss' The Cat in the Hat
184. Dragon Ball Z: The Legacy of Goku II
185. Dragon Ball Z: Taiketsu
186. Ed, Edd 'n' Eddy: Jawbreakers!
187. F1 2002
188. The Fairly OddParents: Breakin' da Rules
189. FIFA Soccer 2004
190. Final Fantasy Tactics Advance
191. Fire Emblem
192. Fisher-Price Rescue Heroes: Billy Blazes
193. Freekstyle
194. Gekido Advance: Kintaro's Revenge
195. Gem Smashers
196. Golden Sun: The Lost Age
197. GT Advance 3: Pro Concept Racing
198. Hamtaro: Ham-Ham Heartbreak
199. Hardcore Pool
200. Harry Potter: Quidditch World Cup
201. Harvest Moon: Friends of Mineral Town
202. The Hobbit
203. Hot Wheels: World Race
204. The Incredible Hulk
205. Iridion II
206. James Bond 007: Everything or Nothing
207. James Bond 007: NightFire
208. Jet Grind Radio
209. Jimmy Neutron Boy Genius: Jet Fusion
210. Justice League Chronicles
211. Kien
212. King of Fighters 2 EX: Howling Blood
213. LEGO Drome Racers
214. Lizzie McGuire: On the Go!
215. Looney Tunes: Back in Action
216. The Lord of the Rings: The Return of the King
217. The Lost Vikings
218. Lufia: The Ruins of Lore
219. Madden NFL 2004
220. Mario and Luigi: Superstar Saga
221. Max Payne Advance
222. Medabots: Metabee Version
223. Medabots: Rokusho Version
224. Medal of Honor: Infiltrator
225. Mega Man & Bass
226. Mega Man Battle Network 3: Blue & White Versions
227. Mega Man Zero 2
228. Mission Impossible: Operation Surma
229. MLB Slugfest 20-04
230. Monster Truck Madness
231. Mortal Kombat: Tournament Edition
232. ¡Mucha Lucha!: Mascaritas of the Lost Code
233. The Muppets: On with the Show
234. Need for Speed: Underground
235. Ninja Five-O
236. Oddworld: Munch's Oddysee
237. Onimusha Tactics
238. Operation: Armored Liberty
239. Dexy & Dix
240. Peter Pan: The Motion Picture Event
241. Piglet's Big Game
242. Pirates of the Caribbean: The Curse of the Black Pearl
243. Pokémon Pinball: Ruby and Sapphire
244. Pokémon Ruby & Pokémon Sapphire
245. Polly Pocket!: Super Splash Island
246. Power Rangers: Ninja Storm
247. Prince of Persia: The Sands of Time
248. Quad Desert Fury
249. Rayman 3: Hoodlum Havoc
250. Road Rash: Jailbreak
251. Rock 'n' Roll Racing
252. Rocket Power: Zero Gravity Zone
253. Rugrats Go Wild
254. Samurai Jack: The Amulet of Time
255. Scooby-Doo!: Mystery Mayhem
256. Sega Arcade Gallery
257. Sega Rally Championship
258. Shining Soul
259. Shrek: Reekin' Havoc
260. SimCity 2000
261. The Simpsons: Road Rage
262. The Sims: Bustin' Out
263. Sonic Advance 2
264. Sonic Pinball Party
265. Space Channel 5: Ulala's Cosmic Attack
266. Spirits & Spells
267. SpongeBob SquarePants: Battle for Bikini Bottom
268. Spy Kids 3-D: Game Over
269. Spy Muppets: Licensed to Croak
270. Spyro: Attack of the Rhynocs
271. SSX 3
272. *Star Wars*: Flight of the Falcon
273. Street Jam Basketball
274. Stuntman
275. Super Duper Sumos
276. Super Mario Advance 4: Super Mario Bros. 3
277. Super Puzzle Fighter II
278. Superman: Shadow of Apokolips
279. Sword of Mana
280. Tak and the Power of Juju
281. Teenage Mutant Ninja Turtles
282. Terminator 3: Rise of the Machines
283. Tiger Woods PGA Tour 2004
284. Tiny Toon Adventures: Wacky Stackers
285. Tom and Jerry in Infurnal Escape
286. Tom Clancy's Splinter Cell
287. Tony Hawk's Underground
288. Top Gear Rally
289. Ultimate Beach Soccer
290. Ultimate Brain Games
291. Ultimate Muscle—The Kinnikuman Legacy: The Path of the Superhero
292. Ultimate Winter Games
293. Wakeboarding Unleashed Featuring Shawn Murray
294. Wario Ware, Inc.: Mega Microgame$
295. Wing Commander: Prophecy
296. Wings
297. Woody Woodpecker in Crazy Castle 5
298. Worms Blast
299. X2: Wolverine's Revenge
300. Yu Yu Hakusho: Spirit Detective
301. Yu-Gi-Oh! Dungeon Dice Monsters
302. Yu-Gi-Oh! The Sacred Cards
303. Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel

Tony Hawk's Underground

True Crime: Streets of L. A.

Ultimate Muscle: Legends vs. New Generations



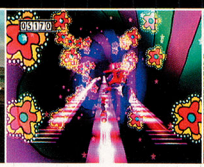
Viewtiful Joe

Wario World

Pokémon Channel

Prince of Persia: The Sands of Time

R: Racing Evolution



Rayman 3: Hoodlum Havoc

The Simpsons: Hit and Run

ENTER TO WIN OUR DARK HORSES OF 2003!

GEORGE PICKS IKARUGA

Ikaruga is game playing as Zen meditation. It's a vertically letterboxed, multiplayer cooperative, GCN-exclusive work of art.

JESSICA PICKS CIMA: THE ENEMY

You call yourself an RPG fan and you haven't played CIMA? For shame!

STEVEN PICKS FIRE EMBLEM

Deceit, poisoning, revenge, fatal wounds—Fire Emblem has so many things that are near and dear to my heart.

ALAN PICKS BEYOND GOOD & EVIL

BG&E is a game of sheer beauty wrapped around one of the most heartfelt and meaningful storylines ever.

STEVE PICKS BILLY HATCHER AND THE GIANT EGG

Clever, endearing and a ton of fun. Yuji Naka reigns supreme!

WIN!

GRAND PRIZE 20 WINNERS

THERE ARE CERTAIN GAMES EVERYONE KNOWS ABOUT, BUT SOMETIMES NP KREW FAVORITES SLIP UNDER THE RADAR. GET READY TO WIN A CUSTOMIZED PACKAGE OF FIVE GAMES—STRAIGHT FROM THE KREW TO YOU!

2ND PRIZE 50 WINNERS

A POW TEE! NOW YOU CAN SPORT THE SHIRT THAT WE ALL WEAR AROUND THE OFFICE.

OFFICIAL SWEEPSTAKES RULES

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NINTENDO POWER
PLAYER'S POLL VOL. 178
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 4/1/04 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/15/04, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 5/15/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 70 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/15/04) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Twenty (20) Grand Prize winners will each receive one (1) of each of the following Nintendo GameCube video games: Beyond Good & Evil, Billy Hatcher and the Giant Egg and Ikaruga and one (1) of each of the following Game Boy Advance video games: CIMA: The Enemy and Fire Emblem. Approximate Retail Value (ARV) of Grand prize package is $220.00. Second Prizes: Fifty (50) Second Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright ©2004 by Nintendo of America Inc.

Wrestlemania XIX

WWE Crush Hour

XGRA: Extreme G Racing Association

XIII

Yu-Gi-Oh!: The Falsebound Kingdom

EPIC CENTER

We're so excited we can hardly contain it. Pokémon Colosseum! Tales of Symphonia! Goblin Commander! If you can't find something in this month's Epic Center to whet your RPG appetite, you should probably just close the magazine and go roller skating or something.

EPIC NEWS

We normally leave the Pokémon coverage to Pokécenter, but now that there's a 3-D Pokémon adventure on the GCN, it's time for the Epic treatment. Read on for an insightful interview with the Pokémon Colosseum development team, Genius Sonority.

Pokémon® Colosseum

The following interview was originally posted on Nintendo of Japan's official website and has been translated exclusively for Nintendo Power. The attending members of Genius Sonority are: Manabu Yamana (president & director of Pokémon Colosseum), Tsukasa Tawada (music director), Akihiko Miura (game concept lead), Takanori Wada (graphic director), Masayuki Kawamoto (programming director), Kazunori Orio (scenario writer) and Shinichi Hiromoto (lead character designer).

Can you tell us a bit about how your company got started, and also what the name means?

Manabu Yamana: Yes. The Pokémon Company came to us in 2002 and asked us to develop a new Pokémon game, so we established this studio for the project. Sonority means "resonance," but that doesn't have a pleasant ring to it, so we added "Genius" to the name.

Kazunori Orio: I think that the formation of our company was unusual. The studio was created by bringing in experts from each area, then we started working on the game.

...once we combined the two, it became extremely interesting—cute Pokémon in a decaying world.

How did the development process work?

MY: First we were asked to develop a new Pokémon game. Then Mr. Miura created the game's concept.

Akihiko Miura: I wanted to produce a game that was different and also targeted a slightly older audience than previous Pokémon games. Therefore, the main characters are about 17 years old, and they wear a lot of dark-colored clothing. Snagging is also a new concept. I think those things will help to give Colosseum a new look and feel.

MY: Once we had the game concept nailed down, we started to create the environments. Mr. Miura asked Mr. Hiromoto to be in charge of that process.

Shinichi Hiromoto: As soon as I heard about this project, I had a certain look that I wanted to see implemented. Being able to bring that to life is the reason I joined the team. And now I can look at the final product and see that it's exactly what I was imagining—it's very satisfying.

AM: I've been a fan of Mr. Hiromoto's work for a long time. His creative worlds are very stylish, and have really impressive characters. When I explained Pokémon Colosseum to him, he said he wanted an arid world, a desert. It was a totally different concept from previous Pokémon games.

MY: After that, we needed to create the scenario. I've worked with Mr. Orio for a long time, so I took him out for a drink and asked him to join the project. Mr. Orio is a fantastic writer who I knew could invent a scenario that fit the system.

KO: Because Pokémon already had an established world, I was struggling to come up with ideas that fit the new concept. However, when I looked at the concept art and character sketches that were created by Mr. Hiromoto, I realized that we could use more of a free style—as long as the important basics are kept in place. I believe that makes the game something new and different from others in the Pokémon series, and I'm really excited to see how audiences will receive it.

MY: Once we had the art and scenario in place, we moved on to music and sounds, which were developed by Tsukasa Tawada.

Tsukasa Tawada: I tried to balance the direction of music and sounds with the concept, art and scenario. My main focus was to stretch myself and try new things, but also to retain the feel of a dry, urban world. We actually tried to make a lot of the game resemble Phoenix, Arizona, in a loose way.

We wanted to make the hero into a kind of dark hero, someone that the gangs are actually afraid of.

We've heard that creating video game music is a pretty difficult process. Was it hard for you?

TT: No, I'm not that type of composer. I've enjoyed being a part of this project, and I believe we had really good teamwork. Of course, I had to write most of the music in just 10 days . . . but it was still fun! [Laughs]

MY: When the music was in development we thought we were pretty far along, but that was a delusion! [Laughs] We still needed to design moves and then actually program the game.

Takanori Wada: We started to create CG based on the illustrations. Since I was still learning about the world of Pokémon, there were some major surprises for me during that process. It was a big hurdle to create animations of Mr. Hiromoto's art and then fuse them with Pokémon art. However, once we combined the two, it became extremely interesting—cute Pokémon in a decaying world. I feel very good about this stylistic mismatch.

Masayuki Kawamoto: I hadn't played any GBA or GCN Pokémon games before we started. There actually wasn't a true Pokémon expert in the entire studio. But that didn't change our deadlines! [Laughs] I've learned a lot about the depth of Pokémon during this project. There is a huge number of Pokémon, and each one can be customized in thousands of different ways. We had to deal with that in both the Story mode and Battle mode, which was an extremely challenging job for me.

MY: Yes, each Pokémon can learn four attacks, and there are so many of them! There were so many possible combinations that we had to make work. At one point, we asked Nintendo, "How do we do this? How can we possibly check every single combination?" Nintendo just said, "Please check everything." [Laughs]

What was your main focus during the development process?

MY: Battling is the essential element of any Pokémon game. I put a big priority making each battle cool to watch as well as play. There was a big emphasis on using creative camera work and clever animations. Also, we needed the story to proceed in a variety of directions so you wouldn't see the same things over and over again. It was a lot like making a movie.

KO: We spent a lot of time making sure the game would appeal to older players like ourselves, as well as younger Pokémon fans. Since the game is in many ways a coming-of-age story and the main character is older, that may interest a lot of older gamers who would otherwise not play the game. Even if you haven't played Pokémon before, you can jump right in and enjoy the story mode. Even the enemy characters are interesting. It's really a big change, but it never leaves the roots of the Pokémon world.

Story mode and Battle mode are both huge. It's like having two games in one. Was that a big challenge?

MY: We didn't want one mode to feel like an add-on to the other, so both are very intricately designed. That was a huge challenge for us! [Laughs]

AM: This games is approachable for people who are first-time Pokémon players. If you start to play Battle mode, you'll want to play Story mode. And if you start to play Story mode, you'll want to play Battle mode.

MY: It was 4:00 in the morning when we first produced a playable version of Battle mode, and everyone was itching to give it a try. But no one was able to because we were so exhausted! [Laughs]

Is Battle mode better by yourself or with a friend?

MY: They're both fun, but I like playing with multiple players. Sometimes I even connect two GBAs and play against myself! [Laughs]

The Snag move looks like an essential element of Story mode.

KO: In the world of Pokémon, Snagging is a bad thing that people shouldn't do. Because if you take someone's Pokémon by force, you're the worst kind of thief. Even if a player has a good reason to rescue a Pokémon, it still creates a lot of controversy. However, this game wouldn't work without Snag, so the balance is very sensitive. We had to coordinate it very carefully.

AM: We wanted to make the hero into a kind of dark hero, someone that the gangs are actually afraid of. As you go through the game, you'll learn that he's not really a bad person, even though he uses Snag. Of course, having the ability to Snag other Pokémon makes this a totally new experience.

This is the first time we've seen the Snag move or Shadow Pokémon. Are there other elements of the game that are completely new to the Pokémon world?

KO: We did a kind of training camp meeting in the early development stage where we spent a lot of time discussing elements such as Snag and Shadow Pokémon. Those were such fundamentally huge changes to the world of Pokémon, we felt it was probably enough. We don't want to create so many things that we destroy the existing world.

AM: The people at Pokémon Company, Creatures and GAME FREAK assisted us a lot—we couldn't have completed the project without their help. I really appreciate everyone who helped make it a success.

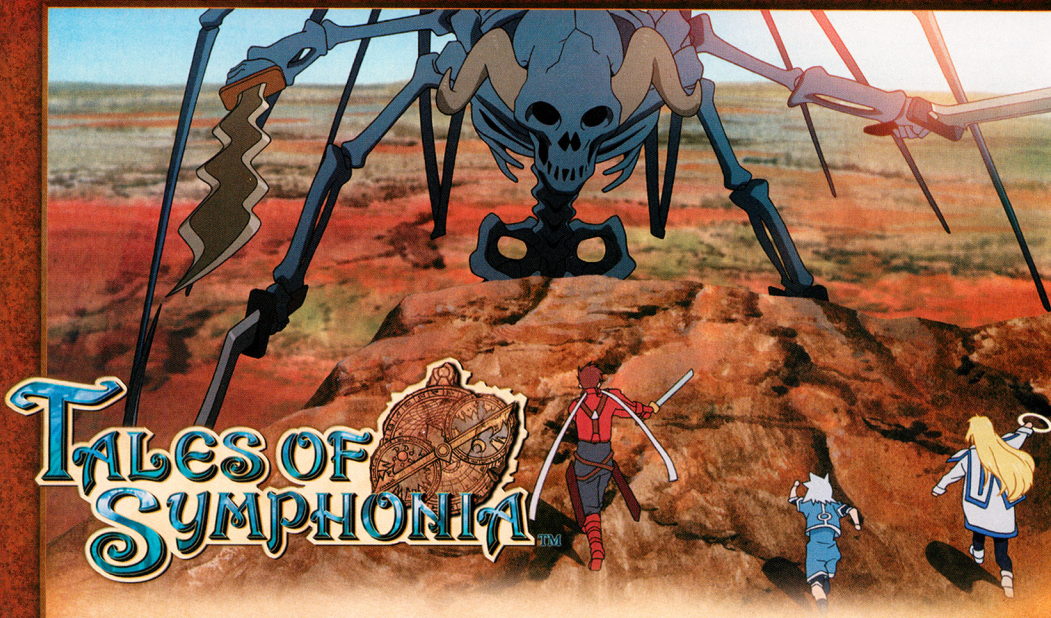
MY: There are a lot of people associated with the game. Actually, the original music that rolls over the end credits wasn't enough to cover all the names, and I had to ask Mr. Tawada to add two more minutes.

TT: It became a very long theme. [Laughs]

Anything else you want to tell gamers?

MY: This game is fun! Play it!

Thank you very much.



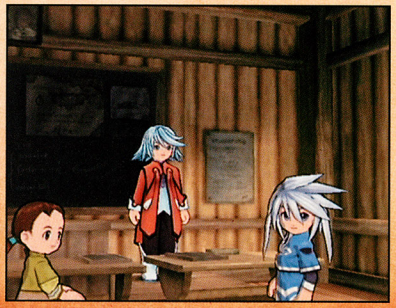
THE TALE BEGINS

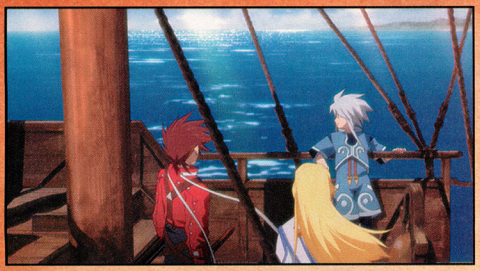
Namco has finally announced a U.S. release for its GCN-exclusive RPG, Tales of Symphonia. Set to hit store shelves in July, the game has long been one of the NP Krew's most eagerly anticipated titles. The epic quest promises well over 40 hours of gameplay (upward of 80 if you engage in the dozens of side quests and minigames), with an emotionally charged storyline that revolves around a world on the brink of destruction. Though it has occasional moments of levity, the overall tone of the narrative is considerably more serious than any other RPG on the GCN.

The game's beautiful cel-shaded visuals highlight character designs by renowned manga artist Kosuke Fujishima (who also helped craft the game's stunning anime-style cut scenes). The in-game graphics are fully polygonal—a first for the series—but the environments are as intricately detailed as some of the best hand-drawn RPGs on the market. The overall production values point to the popularity of the series in Japan, where Symphonia has sold over half a million copies. In fact, the Namco team responsible for the game—Namco Tales Studio Ltd.—is devoted solely to making new games in the franchise.

One of the defining elements of the series is its Linear Motion Battle system that gives you direct control over the main character (to accommodate the move to 3-D, it's been renamed the Multi-Line Linear Motion Battle system). You can run across the battlefield using the Control Stick and attack by pressing buttons rather than navigating menus. The other members of your party are controlled by the computer, but you can set the AI to behave in very specific ways. The fusion of action and strategy makes for battles that are far more engaging and fun to look at than those in most other RPGs.

We were recently given a sneak peek at an early English version of the game, and we're impressed with the amount of effort that Namco's putting into the localization. The game has tons of voice work, and they're re-recording all of it with a group of talented voice actors. We'll have much more on the U.S. release of Tales of Symphonia in the months to come.





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ハナマル雑貨へようこそ

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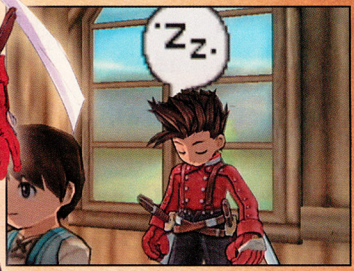
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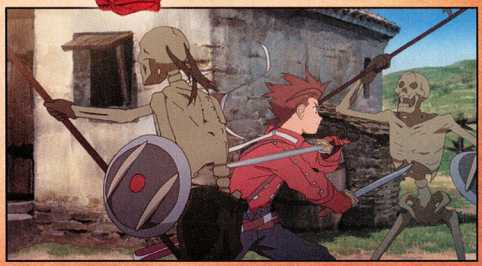


EPIC TACTICS

Multiplayer experiences don't come any bigger, better or more bruising than in Goblin Commander: Unleash the Horde. If you've been spending night after night being pummeled by your pals, don't worry—this Epic Tactics spectacular is for you. We'll expose the nuts and bolts of a successful multiplayer battle, then show you maps and strategy for the first six arenas.

GUARD YOUR TURF

Protecting your own Clanshrines and Hall of Titans is your first responsibility. There are two good ways to do so. One is to station troops around the buildings to intercept marauding hordes, and the other is to place a turret or two nearby. If you happen to lose a building, you can rebuild it by clicking on the ruins with the Y Button and paying 25 gold.

ASSIGN DUTIES

Any time you play with multiple clans, assign them specific duties. Build nothing but melee units with one clan, and ranged units with the other. Then you can place the ranged units behind the melees and still control them separately. StoneKrusher and Nighthorde have strong melee units, while Hellfire and Plaguespitter fight well from afar. The last clan, Stormbringer, is the most well-balanced.

IMPORTANT ITEMS

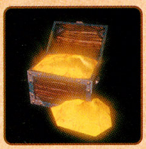
You'll encounter a lot of crazy creations in Goblin Commander, including slime-filled pits, Moongates that transport you from one place to another and Runestones that turn your enemies into sheep. While all of those are important, turrets, Soul Fountains and gold are the most vital to your success.

TURRETS

A well-placed turret can cause havoc for your enemy, and multiple turrets can end the game in a single stroke. Once placed, the immobile objects will fire on any enemies that get too close. In addition to causing damage or destroying troops outright, turrets are quite difficult to destroy.

SOUL FOUNTAINS

Without souls, you cannot build units, and without units, your game is over. Soul Fountains are permanent structures that release a few souls every minute to whoever controls them. To gain control of a fountain, position troops next to it for a few moments. (You can also get souls by slaying your foes.)



GOLD

Gold is required to build turrets, Titans, upgrades and certain standard units. You can earn gold by smashing most anything in the environment (rocks, ruins, machinery, piles of logs) or by finding hidden treasure chests. Gold is a limited resource, so collect as much as you can as fast as you can.

MAP KEY

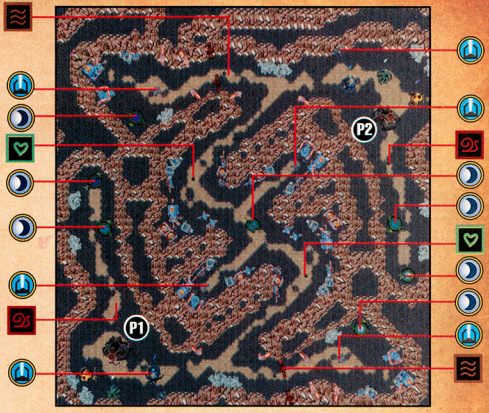
- Acid Cloud Rune
- Lightning Rune
- Earthquake Rune
- Firestorm Rune
- Heal Rune
- Shield Rune
- Bonesaw Rune
- Slow Rune
- Freeze Rune
- Titan
- Scout Tower
- Moongate
- Soul Fountain
- Stray Soul
- Exploding Barrel
- Observatory

MINE GATES

The Mine Gates are a good beginning level—they're large enough to keep things interesting, but not so big that you get bogged down in the details. If you want a longer fight, up the amount of gold and souls that each clan starts with (default levels are between 50-100 on most multiplayer maps).

Gold is hard to come by here, so make breaking things your first priority. Build cheap units until you're ready to launch a major attack.

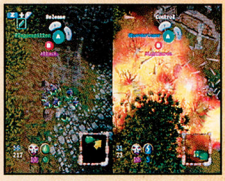
Moongates let you warp over the map. Once you control the master Moongate (conquered like a Soul Fountain), you can use the others.



KILL HILL

As the name suggests, Kill Hill has the potential to be a real struggle. If you attack the large barrels placed around the map, they will explode and burn down trees, giving you access to secret areas and paths. Player one should head east at first, while player two would be well served moving northwest.

Take the fountains on the edge of the map first. Your foe will often be in the middle of the map but probably won't venture to the edge much.



Barrels explode, which means you should attack them with a ranged unit. They also make good traps for the enemy!

MONUMENTS

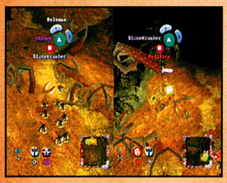
Monuments can really bog down, especially if you play with the recommended three clans. Any multiplayer game with three clans will be quite long, so stick to two if you want a shorter fight. StoneKrusher and Nighthorde are both good clans for the Monuments arena.

There are quite a few Runestones on the map, so don't be stingy. Use them when you need to—you can carry only two at a time.

Turrets are your best friends—plunk one down in the middle of your opponent's camp and watch it start firing merrily away.

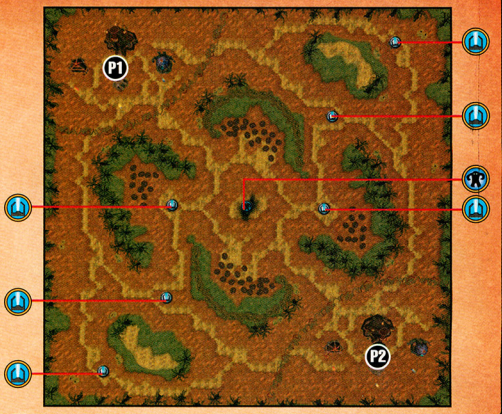
SLIME PIT

The Slime Pit is one of the more difficult arenas. It has a severe shortage of breakable objects—which puts gold at a premium—and most of the Soul Fountains are near the middle of the map. Strike at your enemy from two fronts to keep him busy, and use turrets to guard captured fountains.



Each camp is surrounded by a wall of thorns. Attack the thorns in one area so your troops can get out but you still have some protection.

A slime (similar to the Plaguespitter Titan) will attack both sides with glee. As player one, don't move south or you'll face it right away.

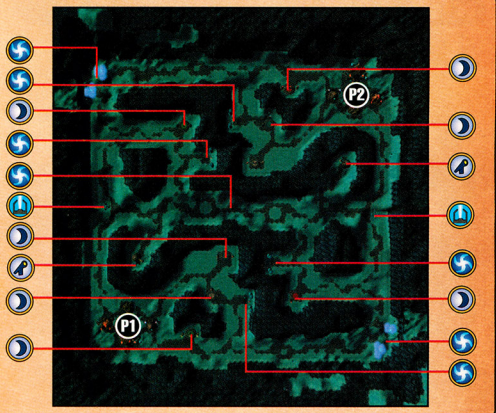


GRAVEYARD

Graveyard is a very straightforward map, and another one that's good for beginners. Using your patrols is essential—designate one clan to pick up resources, then set them on a patrol by setting waypoints. Set the final waypoint on top of an existing waypoint to have the clan patrol the area.

It's important to keep your goblins in fighting shape. Spend gold to upgrade your attack and defensive power whenever you can.

You can find souls, Runestones and gold lying around the map. All will regenerate over time, so use all three with abandon.

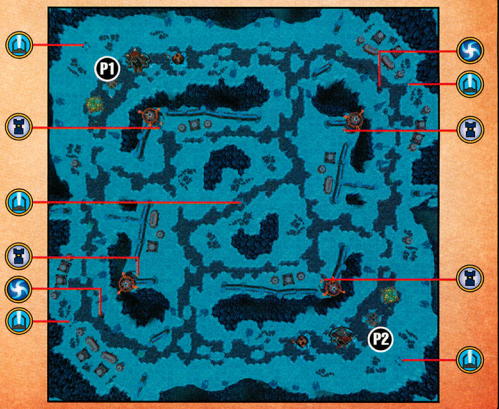


KNOWLEDGE

Knowledge will put your mind to the test. In addition to a human enemy, there are computer-controlled goblins roaming the countryside and turrets firing at will. The easiest way to win is by ignoring the neutral parties altogether and just concentrating on your mortal foe.

Gold is plentiful in this arena, but souls are very hard to come by. Once you capture a Soul Fountain, guard it with a turret or two.

Keep an eye out for Scout Towers. By seizing one, you'll dispel the Fog of War in a large area and be able to place turrets there.



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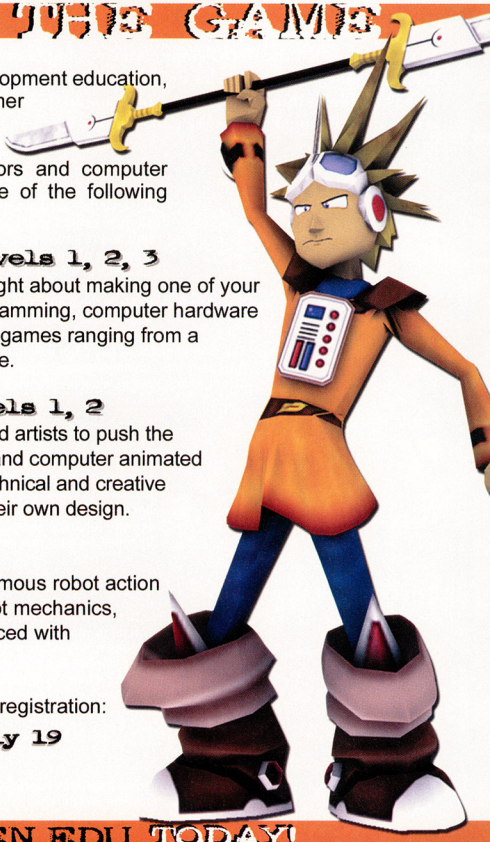

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R-TYPE III
THE THIRD LIGHTNING

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

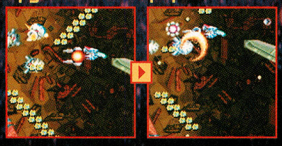
©1993-20003 IREM SOFTWARE ENGINEERING INC.

R-Type III is back, thanks to a faithful Super NES remake by Destination Software. Get ready to destroy hordes of enemies, fly through unknown worlds and save humanity from total destruction!

CHOOSE YOUR WEAPON

To succeed against the BYDO empire, you're going to need all the help you can get. Upgrades include a host of laser types, speed boosts and ship attachments. Collecting all the upgrades is not enough, though—the wise player knows when and how to use the resources.

Upgrade Your Equipment



Destroy the small, jumping ships to collect your Laser Unit and to power it up. The ships are often in difficult-to-reach places or among swarms of enemies—wait to destroy them until the upgrade is attainable.

The first upgrade of any color will launch the Laser Unit; all subsequent upgrades will affect which type of weapon you have.

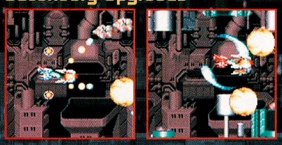
Look Both Ways

The Laser Unit acts as a shield and can be used as a ram against enemies. You can attach it to either the front or back of your ship, a crucial feature for some areas where enemies swarm from behind.

Detachable Destruction NP

Knowing when to attach and detach your Laser Unit is crucial to your success. The Laser Unit continues to fire while not connected to your ship, so use it to shoot distant enemies. You'll have to detach it and maneuver it to the back of your ship for reattachment.

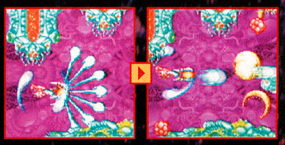
Secondary Upgrades



Other upgrades improve your arsenal and defense. Speed boosts can be dangerous in tight areas, so consider how much you need them. Shield pods protect you well from cannons. Missiles track toward the closest enemy.

BEAM ME UP

Your ship's weaponry has two modes: Beam and Hyper. Beam mode charges to deliver a single, devastating blast, even beyond walls. Hyper mode fires a spread shot and temporarily powers up your regular blaster. Caution—the Hyper shot needs time to cool down.



USE THE FORCE

Before starting play, you must choose a Force Device system that best suits your playing style. Experiment with the different systems; they vary quite a bit and can radically change your approach to the game. Choose wisely—you can't change Force Devices once you have begun a new game.

Round Force Device

The Round Force Device is the standard R-Type weapon. Combined with the red Laser Unit, it fires powerful circular air-to-air attacks. The blue Laser Unit fires ricocheting lasers in multiple directions. The yellow Laser Unit launches an air-to-ground attack that tracks along walls—useful for taking out mounted cannons.

Shadow Force Device

The Shadow Force Device will acquire extra gun pods that travel alongside it. The red Laser Unit fires both forward and backward. The blue Laser Unit adjusts its aim depending on your ship's movement. The yellow Laser Unit fires straight up and down, then crawls along any obstacles it encounters.

Cyclone Force Device

The Cyclone Force Device is quite unlike the other two. When disconnected, it acts as a giant shield instead of firing. Its red Laser Unit is a powerful, straight-shooting laser. The blue Laser Unit fires quick bursts in multiple directions. The yellow Laser Unit leaves a stationary weapon that fires for a limited time.

STAGE ONE:

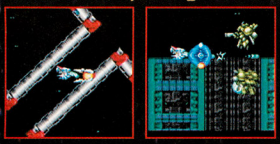
Dodge the Deadly Debris

Mount the Force Device to the front of the ship to guard against debris. Keep shooting to destroy the larger junk, then charge up your beam to defeat the two large blue robots. You can't destroy the red robot: avoid its blaster until it self-destructs.

Grinding Up the Ground Targets

Ground targets can be very difficult to reach and destroy. Either use a Laser Unit that shoots above and below your ship, fully charge up your beam, or launch your Force Device toward cannons and hard-to-reach enemies. After the ground shakes back and forth, slow down and stay as far left as possible to avoid being thrown into walls.

Is the Level Spinning or Is It Just Me?



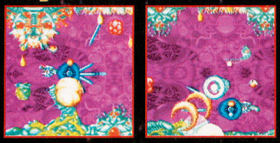
After fighting a couple trios of green robots, avoid the massive blasts from the rotating cannon then destroy it with a fully charged beam shot when it stops. Enter the narrow passage and stay toward the middle as the level rotates again to stay safe with minimal correction. Afterward, use the charged beam to destroy as many green robots per shot as possible.

Charge Past the Boss

Charge your beam in Hyper mode while avoiding the boss's deadly shots. When the boss stops moving, release the beam and keep firing when its armor opens.

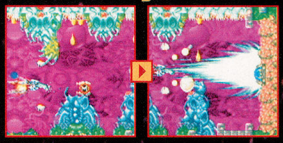
STAGE TWO:

Danger from All Directions



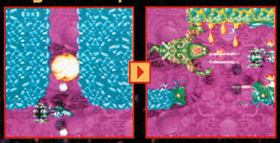
Dangerous acid slowly drips from the ceiling, sometimes eroding new paths. Rely on air-to-ground weapons to protect yourself from the enemies along the walls. Move the Force Device to the back to defeat the slow-moving blobs.

Wait For the Right Moment



The Shield upgrade is critical in protecting you from the acid drops. Wait for the acid to eat away some of the ground, making larger openings. Charge up your beam to destroy the thick walls that block your path.

Stay One Step Ahead of Your Enemies



Move your Force Device to the back of the ship to destroy the enemies descending from the narrow passage. When the acid clears a hole above you, get in front of the green monster and quickly destroy it. Then charge up your beam in preparation for another large wall that impedes your progress.

Eye on the Prize

Stay close to the eye to allow room to dodge backward if necessary, but pay attention to the eye's large blasts. Charge your laser in Hyper mode—it'll be more powerful but take longer to recharge—then fire charged shots when the eye is open.

STAGE THREE:

Surround Yourself in Shields

Shield upgrades become powerful weapons in Stage 3, so try to carry them over from the previous level. At the start, move the Force Device to the back of the ship for protection and to eliminate the large cannons.

Ramming Speed

Keep the Force Device on your rear until you pick up the speed upgrade about halfway through the horizontal corridor. Then move the Force Device to the front and ram the gray enemies emerging from the hole in the ceiling.

Enemies out of Thin Air

As the level turns upward, enemies will appear out of nowhere. The passages narrow significantly, so watch your ship's location closely. Pick up the red upgrade on the way—it will help you fight the approaching boss.

Two-Legged Freak

Before fighting the boss, move the Force Device behind you. Stay in the top-right corner and blast the upper part as fast as possible. After the boss jumps four times, scurry to the bottom-right of the level for protection. After the upper section of the boss is gone, deploy the Force Device to shoot the underside until it's destroyed.

SAVE THE WORLD!

The first three missions might have been brutally difficult, but there is no time to bask in your accomplishments—your mission is far from over. Fight through three more grueling levels to eliminate the BYDO empire. The fate of humanity rests in your hands. You can be assured of one thing: it's only going to get harder from here.

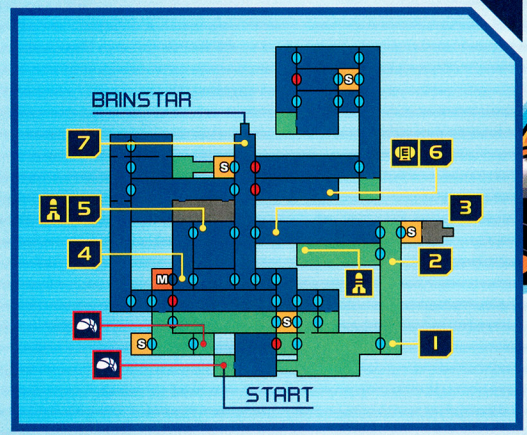
METROID® ZERO MISSION

EVERYONE E CONTENT RATED BY ESRB
Fantasy Violence
©2004 Nintendo

One Monster Down . . .

The big beast below Brinstar has bitten the dust, putting bounty hunter Samus Aran one step closer to her goal of reaching the Mother Brain. Last month's Metroid: Zero Mission review guided you through the epic battle against Kraid. Our follow-up picks up at that point and guides you to winged beast Ridley. We also gear you up for adventure beyond the scope of the original: a stealthy mission in a Space Pirate ship and the discovery of Aran's origins.

KRAID



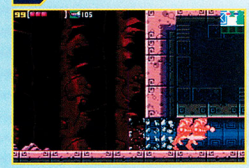
MAP KEY

- M map room
- S save room
- chozo statue

ITEMS

- missile tank
- energy tank
- high jump
- varia suit
- wave beam
- super missile tank
- unknown item 3
- screw attack

1 SPEED BOOST ACROSS KRAID'S LAIR



You'll find the Speed Booster Upgrade in the room left of the boss chamber. After you collect it, run to the right and keep going. When the booster is charged, Samus will glow and you'll be able to vaporize Speed Booster Blocks. Open the blue hatch on the run and progress to the lair's far right side.

2 CUT THROUGH COLUMNS AND CLIMB

The lair's lower-right shaft is littered with columns of blocks that re-form a few seconds after you break them. Blast the blocks in the middle of the lowest column, then hop into the hole. From there, fire straight upward then jump up to let the blocks appear under your feet. Continue your slow climb until you've reached the top.

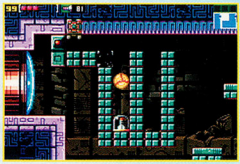
3 GLIDE LEFT, FIRE RIGHT

Grab the sliding mechanism on the ceiling of the acid-flooded corridor and fire missiles at the swarm of bugs that follow you. If you drop into the acid, you'll spill into the corridor below. After your ride, blast the carved Chozo Block and roll through a narrow passage to the central shaft.

4 GRAB THE MAP AND TAKE OFF

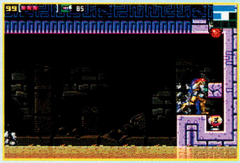
Beam through bricks in the central shaft's floor, then drop through the hole to reach the bottom. Run left, break through a red hatch then download data in the map room. Return to the shaft just right of the map room, roll into a Morph Ball launcher and blast off for a ride to the top of the shaft.

5 MORPH BALL MANEUVERING



A Missile Tank hovers over collapsing blocks. Climb atop the middle ledge, position yourself, in ball form, over the red switch and set two bombs in quick succession. One explosion will trigger the sliding mechanism. The other will propel you into the mechanism's grasp. Drop when you reach the tank.

6 A RUN, A JUMP AND A BREAKTHROUGH

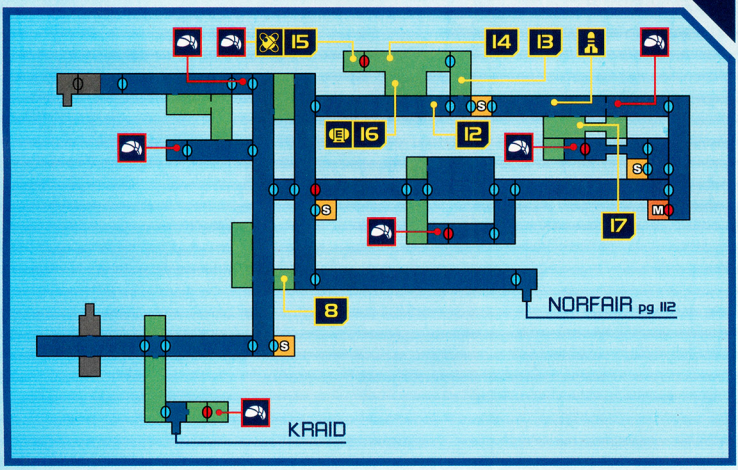


Open the shaft's remaining red hatch and run to the right. Your booster will charge, and you'll zip through bugs and fly over collapsing blocks. When you reach the end of the blocks, jump as far as you can. You'll break Speed Booster Blocks on the other side of the gap and gain access to an Energy Tank.

7 RIDLEY ENTERS THE PICTURE

As you leave Kraid's lair by way of the Kraid-Brinstar elevator, you'll witness a cut scene that shows Ridley closing in on Zebes. The creature has answered the Mother Brain's call. Before you can reach the brain, you'll have to beat Ridley.

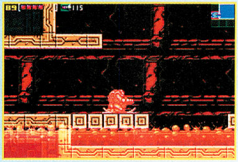
BRINSTAR

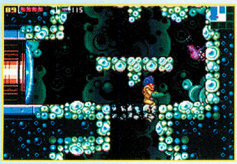


8 NORFAIR-BOUND

When you get to the top of the elevator, Kraid's carved likeness will crumble, giving you access to a Chozo Statue right of the shaft. Roll into the statue's arms for directions to the Hi-Jump Upgrade in Norfair. On your way to Norfair, climb Brinstar's left-central shaft and roll through a short-cut to the lower-right passage.

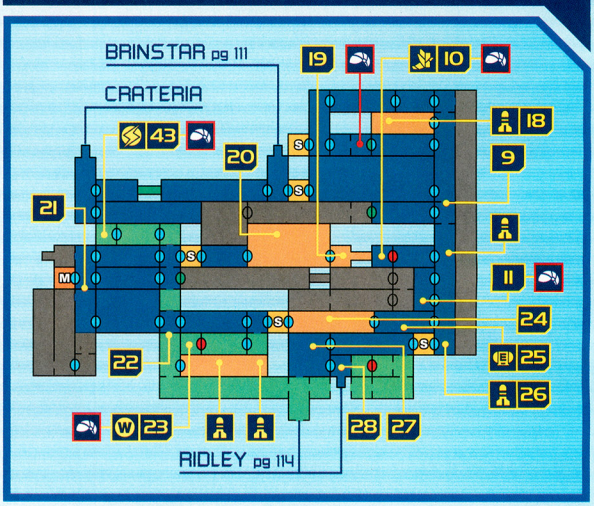
9 BLAST OFF AT BOOSTED SPEED



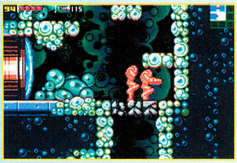


After you land in Norfair, run right, through the save room, and build up your Speed Booster. When you reach the end of the ledge in the next room, press Down to make Samus kneel to a stop while maintaining her charge. Tap A, then hold Right. Samus will fly right, over the lava and through a Speed Booster Block barrier. As you continue to hold Right, Samus will touch ground again on the upward slope and remain charged. Fire your blaster to open the next hatch on the run, and speed into the right shaft. Speed Booster Blocks will melt under your feet, allowing you access to the shaft's lower reaches.

NORFAIR



10 BLAZE A TRAIL TO THE BOOTS



Duck into the corridor in the middle of the shaft, run left until you reach the edge, turn, run right and build your booster. You'll break through blocks when you return to the shaft. Drop, and venture to the Hi-Jump Upgrade.

11 JUMP AROUND FOR CHOZO ADVICE

Use your advanced jumping ability to reach the shaft's high ledge. Roll right, drop to a Missile Tank, then work clockwise around the area to the next Chozo Statue, where you'll learn the location of the Varia Suit.

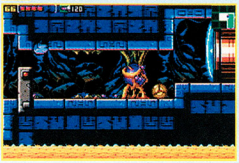
12 ROLL ON THROUGH UPPER BRINSTAR

The Chozo's directions point to Brinstar's highest reaches. As you travel through the region's upper-right corridor, you'll take advantage of your newly acquired ability to jump in Morph Ball form by bouncing up to the uppermost of four pipes and rolling over a gap. Take the high road again to get past an organic barrier.

13 FIRE UP INTO THE UNKNOWN

In the one-screen-wide room to the left of the save room, fire straight up into the ceiling, then climb through the hole and wait for the blocks to re-form. Jump from the center of the room to the ledge on the upper left, then continue your climb to the next hatch. You're closing in on the Varia Suit.

14 WATCH, THEN SCOOT

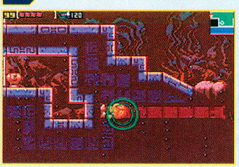


When you reach the organic barriers on the path to the Varia, stop for a moment to lure the parasites on the left side. After the bugs eat through the organic material, continue left to the tight passage near the ceiling. Roll, drop, then hop before the blocks break under you.

15 BREAK BARRIERS BEFORE THE VARIA

After you've cleared the acid pool, you'll face a solid barrier that's supported by a cross beam. Hop up to the beam and set a bomb. The beam's block will break in a chain reaction, and you'll gain access to the next organic barrier. Roll up to the barrier and let the parasite in the area devour it. Next stop: the Varia Suit.

16 ACID-POOL EXPLORATION



After you suit up with the Varia, return to the acid pool and dive in. Your new suit will protect you from the bubbling liquid. Roll around the bottom of the pool and set bombs to break into a hole, then bomb your way to the left and capture a submerged Energy Tank.

17 TRANSFER PARASITES TO A BARRIER

Advance to the right. Collect a Missile Tank, then keep going. You'll find parasites on the other side of a rocket-shaped barrier. Collect the bugs then return to the left. Bomb through blocks in acid, making sure not to blast the parasites in the process, then drop and let the bugs eat through a barrier.

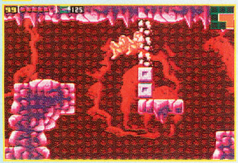
18 GRAB A TANK IN NORFAIR'S HOT ZONE

A Chozo Statue in upper-right Brinstar will point you back to Norfair. When you return to the region, take a detour through the hot-air area in the upper right. The Varia Suit will protect you as you forge on to a Missile Tank.

19 BRING ON THE HEAT

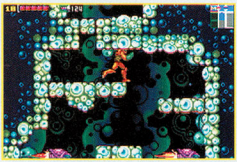
Return to the room where you collected the Hi-Jump Upgrade, and roll under the Chozo Statue to another place where the air would damage you if you weren't wearing the Varia Suit. Use bombs to break through weak rocks above you, then pop up and roll on to the left.

20 FLY THROUGH THE WALL



Speed Booster blocks form a wall in the heated corridor. Clear away the blocks to the right of the barrier with your beam and bombs to create a runway, then run to the left, build your Speed Booster and jump through the blocks.

21 FALSE-LAVA MELTDOWN



After you download the map data on Norfair's far left side, drop into the lava pit outside of the map room. You'll discover that the lava is fake and that you can bomb through the bottom of the pit for access to lower-left Norfair.

22 MISSILE TANK DETOUR

Break through the floor in the small room that connects two corridors, and drop into a section that holds two Missile Tanks. You'll find one tank hidden in the wall above a ledge (pictured) and another at the right end of the corridor.

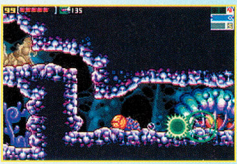
23 DIG DEEP FOR THE WAVE BEAM

Cut through tentacles and use missiles to blast big enemies as you travel to the right. Break the bridge to the left of the save room, fall through a false lava pool and run left to the Wave Beam. On your way, you'll bomb through a pair of barriers and deal with a big bounding bug.

24 BLAST AND BOOST

After you record your progress in the save room, run right and fire your beam as you go to clear the way. Your Speed Booster will charge and you'll blaze on through a group of Speed Booster blocks.

25 LASER THROUGH LARVAE



Larvae block your way. Position yourself below the first one and fire through the barrier. Use your beam to make the next one back off, then set bombs when the beast charges. You'll uncover a tank above the second bug's shell.

26 RUN UP TO THE SHAFT

Starting left of the second larva's shell, run to the right and beam through a blue hatch as you go. When you reach the shaft, you'll boost through a group of blocks on the floor and break through to the bottom of the shaft.

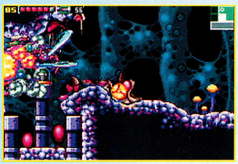
27 TERRORIZE THE TENTACLES

Run left through Norfair's lower-right section, and roll through a small opening in the ground. You'll drop into a battle against a larva-lugging tentacle. Either freeze the flying creature in the room and use it as a platform, or jump up and hit the tentacle with missiles. If you run out of ammo, blast the spores to uncover pickups.

28 PASSAGE TO RIDLEY'S LAIR

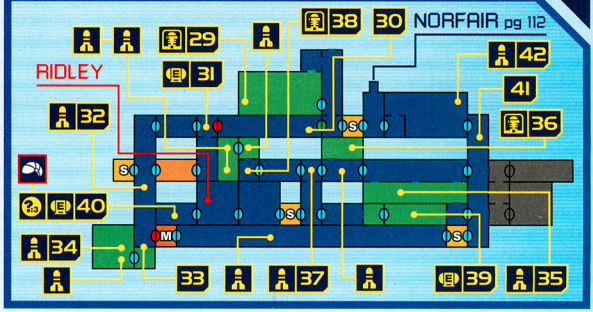
After the larva drops, follow it into its hole then take the elevator down to Ridley's lair. You won't be able to go far. When you return to Norfair, you'll find a passage, carved by the freed larva. Follow it to a different part of the lair.

29 ATTACK IMAGO



You can't battle the miniboss of Ridley's lair without breaking a few eggs. As soon as you step on the arena's leftmost egg, Imago will swoop down and attack. The creature's weak point is its tail. As you chase Imago down the slope to the right, aim right and blast it with missiles or charged beam shots. As you chase it uphill, fire diagonally up and to the left. Victory will earn you a Super Missile Tank.

RIDLEY



30 RIGHT THEN LEFT

Run right, to the area just left of the elevator shaft. Break through the floor, drop then proceed to the left by opening the green hatch. In the next corridor, bomb into a passage below the floor to avoid contact with enemies.

31 TRICKY TANK

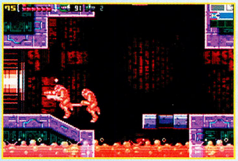
If you walk slowly toward the area's Energy Tank, you'll reveal a hidden hole in the middle of the room. Jump over it to collect the tank.

32 ROLL FOR ROCKETS

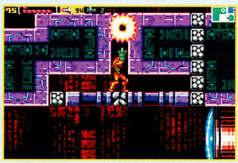
In the shaft right of the region's leftmost save room, drop into the narrow hole and follow the winding passage to a Missile Tank. You can't miss it.

33 BOOSTING BREAKDOWN NP

Break into the upper passage of the purple-block corridor. Run right then left to charge your booster. Press Down to kneel and sustain your boost, then hop to the bottom of the slope near the hatch. Tap A, press Left and blast off. Run, gun and break through Speed Booster Blocks to access the region's lower-left corner.



34 PICK A PAIR OF MISSILE TANKS

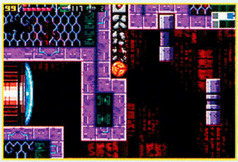


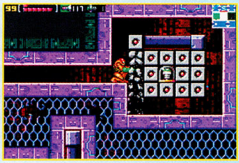
Collecting two Missile Tanks in Norfair's lower-left corner will try your abilities. Run into the room and kneel to stop, with your booster charged, at the left wall. Tap A to rocket up to the upper-left, roll right and zip into a passage as you drop. Roll right again, straighten out, jump from a collapsing block and grab another ledge near the top of the room. Fall, grab a ledge to the left and break through a block to the right. Work around to the right side of the room, then drop to find a tank. Roll to it, return to the center and work your way up to the second tank, moving quickly to keep from falling through the blocks.

35 STOCK UP ON MISSILES

After you emerge from the lower-left corner, run right and collect a Missile Tank. When you reach the lower-right corner, climb the shaft and open the second blue hatch. Advancing left through the corridor, you'll open holes by firing on breakable bridges. Drop into the third hole and search for another tank.

36 SUPER MISSILE SELECTION



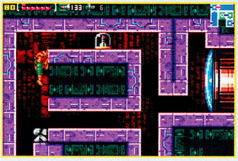


After you break through a barrier to collect a Missile Tank, hop onto the next ledge and detonate a bomb to reveal a narrow passage above you. Climb up, open a passage to the right and bomb your way to a Super Missile Tank.

37 UP, OVER AND THROUGH

When you reach the shaft in the center of Ridley's lair, freeze one of the enemies that rotates around the floating column and use it as a platform to reach the Missile Tank at the top. Jump left, grab the ledge and advance through the hatch to a Super Missile Tank.

38 SECRET AREA, MORE MISSILES

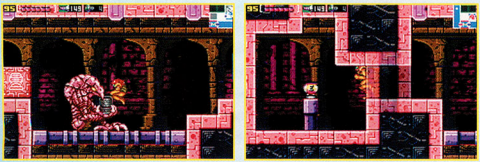


Immediately after you collect the Super Missile Tank, walk right and jump to a hidden ledge. Climb up, break a floating block to reveal a Missile Tank, then move left to the next room. Fire left to break blocks on the other side of the room, giving you a passage to the top tank. Fall through the hole to the right, straighten out, fire right and grab a ledge to nab another tank.

39 ENERGY FOR THE BIG BATTLE

Before you move on to your battle against Ridley, travel right and plant a bomb at the base of a green-tinted obstacle. You'll uncover a hole that leads to an Energy Tank.

40 ADVANCE TO THE UNKNOWN



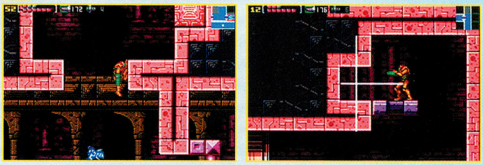
Open the eyeball hatch at the entrance to Ridley's chamber with three standard missiles or a Super Missile. Drop into the chamber, run left to the next room and collect the last Unknown Item. Break the carved Chozo Block to the left and run left to an Energy Tank.

RID THE WORLD OF RIDLEY

The winged beast that stands between you and the Mother Brain is tough, but beatable. Stand firm, fire true and pump the creature with missiles.

After Ridley drops into the area, the boss will pelt you with fireballs. Blast the balls with your beam until they stop, then switch to missiles and fire away. If Ridley picks you up, either keep firing or shake loose. When the creature attacks with its tail, avoid it in Morph Ball form.

41 TAKE OFF FOR THE TOP OF THE LAIR



Once you emerge from your big battle, leave the way you came in. When you reach the enemy-generating pipe, freeze one of its spawn in midair and use the creature as a platform to reach the ledge above you. Break a Chozo Block, then travel to the region's upper-right area and break another block.

42 ONE MORE TANK

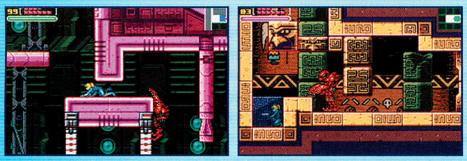
When you reach the region's upper-right corner, run to the left of the enemy-generating pipe. Hop up and drop to make the next enemy rise above you and pass over your head. Then fire up and to the left to freeze the enemy and use it as a platform to collect a Missile Tank on a high ledge.

43 THE LAST UPGRADE BEFORE THE BRAIN

After you take the elevator back to Norfair, the right wall will crumble, giving you access to a broken Chozo Statue and a pair of Morph Ball launchers. Instead of launching skyward, break through the floor, drop and run left. You'll be on your way to the Screw Attack, which will help you immensely in Tourian.

SURFACE WARS AND A DISCOVERY AMID THE RUINS

STRIPPED OF THE SUIT ON THE PIRATE SHIP



Following your battle against the Mother Brain and your escape from Zebes, the Space Pirates will pull you back in and chase you through their ship. You won't have a Power Suit until you find one in the Chozo Ruins.

EXPLORE MORE WITH POWER BOMBS

The Space Pirates have a Power Bomb Tank. Once you grab the tank, you can finish your adventure or return to the surface for more items by blasting a glass pipe that connects the ship with the ruins.

Secrets Abound in and around Planet Zebes

You can uncover 100 items over the course of your adventure. Some are out in the open, but finding others requires advanced abilities. You'll discover that Speed Booster techniques (sustaining a charge) are particularly tricky, but useful. Which ending you earn depends on the number of items you collected and your completion time. Keep playing and strive for the best finishes.

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BRAINS AND BRAWN

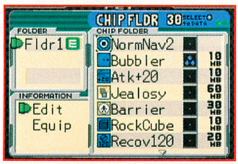
Team up with your virtual fighting buddy and outsmart the world's best Net Battlers to claim the championship and keep the Web free from evil viruses. Employing the combat system from the Mega Man Battle Network series, Capcom delivers a deeply strategic turn-based brawler for GBA.

EVERYONE E — Mild Cartoon Violence

PREFIGHT PREPARATIONS

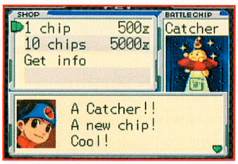
Besides participating in battles, you'll spend a lot of time preparing and strategizing. Your Personal Terminal (PET) allows you to organize Battle Chips and set your Program Deck for upcoming fights. To upgrade your Program Deck, you'll need to spend your winnings on new Battle Chips.

PET



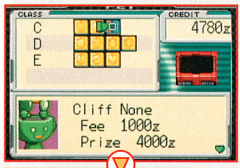
Your PET is your best friend, and you don't even have to take it for a walk. It contains your Net Navi's utility program, which can travel through cyberspace and battle other Navis. The PET lets you view your data library, assign chips to the Program Deck, save game progress and start multiplayer matches.

SHOPS



There are more than 200 Battle Chips on the market, but they don't come cheap. As you progress through the game, several shops will open, each selling different types of Battle Chips. When you buy in bulk, you're guaranteed at least one rare chip.

BATTLE CHIP GRAND PRIX



To be considered the best Net Battler in the world, you'll have to fight through nine classes, each consisting of multiple tournaments. Only minimal strategy is required to win the first few matches, but the difficulty increases rapidly.

During battle, each fighter draws chips from his Program Deck. Tap A to execute the next move, or B to run the battle on autopilot. The L and R buttons let you implement your Slot-In Chips any time during the fight.

FREE BATTLE

If you're looking for practice or an opportunity to win some cash, head to the Free Battle arena. String together consecutive victories to increase your earnings. By defeating opponents, you can acquire additional Navis that are essential to advancing in Grand Prix mode.

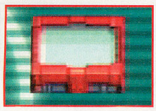
CUSTOM TOURNEY

You can set up your own tournaments and invite Net Battlers you have already defeated. The more success you have in other modes, the larger you can make your custom tournaments. Select the size of the tourney and invite your cyberspace peers to the ultimate showdown.

PLAYING YOUR CARDS RIGHT

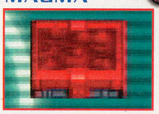
Navis and Battle Chips can be one of four elemental types: Water, Fire, Electricity or Wood. A chip causes more damage when it matches its Navi's type. For example, the Fire Sword is more powerful in the hands of a Fire Navi. The playing field also alters a chip's effectiveness. A match can take place on one of seven battlefields. The playing surface can alter your strategy dramatically—note which panels are in use, then adjust your Program Deck accordingly. (See the following tips.)

PLAIN



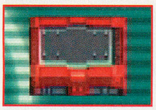
Plain surfaces have no impact on the fighters. Feel free to load your Program Deck with any type of Battle Chips, preferably your strongest ones.

MAGMA



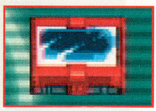
Magma panels will damage normal Navis by 50 points at the end of each turn. You can permanently douse the magma by using a Water-type Battle Chip.

ALUMINUM



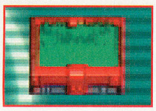
The Attack Power of Electricity chips is doubled when fighting on aluminum. Wood Navis can turn aluminum into grass by using a Wood-type Battle Chip. Destroying the aluminum can swing the fight in your favor, especially if facing an Electricity Navi.

ICE



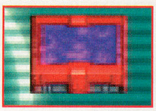
The slick surface allows Navis to dodge attacks easily, so don't expect to land a solid blow every time. Also, the power of Electricity chips is doubled.

GRASS



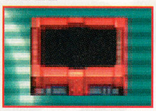
Wood Navis recover 50 points after each round when fighting on grass. In addition, the Attack Power of Fire-type Battle Chips is doubled.

POISON

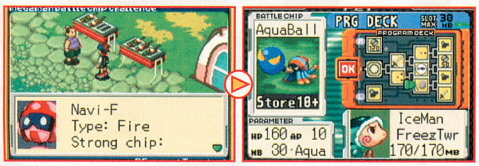


After each turn, all Battle Chips are damaged by 20 points. Be sure to use your most durable chips when fighting on poison panels.

HOLE



The hole prevents your Navi from performing close-range attacks. Remove items such as swords and fists from your Program Deck before the fight.



Before each match, note the opposing Navi's elemental type and the surface of the battlefield. Then prepare your Program Deck for the fight.

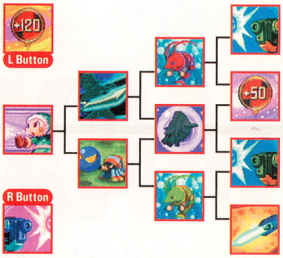
BATTLEFIELD TACTICS

To deliver the most vicious attacks, use chips with high Attack Power (especially those that match your Navi's elemental type). If the battlefield panels give your opponent an advantage, include a few Recovery chips in your Program Deck.

Your Program Deck allows for two Slot-In Chips, which you can play at any time by pressing L or R. The gauge underneath your Navi indicates the likelihood of a Slot-In Chip's attack's success. Don't attempt to use a Slot-In Chip unless your gauge is over 50 percent.

A STACKED DECK

The example to the right shows the Aqua Sword and Aqua Ball at the front of Ice Man's deck. His most powerful chips are up front because during each turn, there's a 50 percent chance that a chip in the second column of the Program Deck will be drawn. Since Slot-In Chips are rarely damaged, his most valuable items (such as large Recovery chips) are in the Slot-In positions.



A CLASS OF YOUR OWN NP

To move up, you must win all tournaments in your current class. A boss awaits you at the end of each tourney. The tips below will help you get past the first two classes.

BCHIP GP: CLASS E

•**NUMBER MAN/GUTS MAN/ROLL** Number Man's Dice Bomb will damage your Battle Chips heavily, so arm yourself with durable weapons. In your duel against the mighty Guts Man, use lots of Recovery Chips. To defeat Roll, use basic shotguns to wipe out her stash of Recovery items.

BCHIP GP: CLASS D

•**FIRE MAN** If you have a normal Navi, you'll want to douse the magma panels early on, so place a Water-type chip near the front of your deck. The Bubble Cross is effective in damaging Fire Man's Battle Chips.

•**WOOD MAN** Wood Man's Forest Bomb inflicts 70 points of damage to all chips used in a turn, and the grass panels continually restore Wood Man's health. The best strategy is to use durable Fire-type chips.

•**ICE MAN** Electrical attacks are doubled on ice, so use an Electricity-type Navi and load your Program Deck with electrical weapons, such as Elec Sword, Elec Blade and Magnet Bomb.

•**ELEC MAN** Use a wood Navi to transform the aluminum panels into grass. If you own a Forest Bomb, use it to delete Elec Man's powerful weapons.

MEGA STRATEGY

We haven't even begun to describe the bevy of Battle Chips. Some damage Navis, while others guard against attacks. There are chips that stun opponents, steal turns and remove panels from the field. The strategy is endless, and much of the game's depth you'll enjoy discovering on your own.

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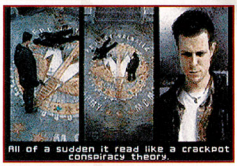
MAX PAYNE®

HERE COMES THE PAYNE

Rockstar's hard-boiled shooter comes to the GBA with its raw action, grimy atmosphere and award-winning gameplay intact. Its big brother was the first game to feature Bullet Time, a John Woo-style play mechanic that allows you to dive through the air in slow motion, guns blazing as your enemies' bullets whiz past your head. Mobius Entertainment has translated that vital part of the game to the small screen and made it every bit the guilty pleasure it was on the PC. That alone would make portable Max Payne an unqualified success, but the developers have also crammed the game's incredible cut scenes (see below), haunting soundtrack and interactive environments into a massive 128-megabit cartridge.

PULP FICTION



Max Payne's film noir-inspired story is told through gritty comic book panels and more than 30 minutes of quality voice work. The graphic novel influence continues during gameplay, as comic-style text balloons pop up whenever you turn on a radio or overhear a conversation between mobsters.

BONUS MODES

Once you complete the game, you'll find two new modes under the Choose Level option in the main menu. DOA mode is simply a lot more difficult than the regular game. In New York Minute, you have to mow down enemies to add seconds to the timer in the upper right-hand corner of the screen. If it counts down to zero, you lose.

LADY LUCK AND A WARM GUN WON'T BE ENOUGH

Max Payne is straight-up action, but that doesn't mean you can stand toe-to-toe with New York City's toughest mafia and expect to survive. You'll need to take full advantage of your Bullet Time and collect every painkiller and piece of ordnance that you can get your hands on. You'll often find the tools of vengeance hidden inside cabinets, bookshelves and crates. Search everywhere.

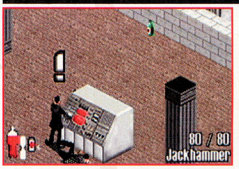
THE BULLET TIME ADVANTAGE

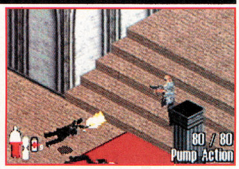
Bullet Time makes it nearly impossible for your foes to shoot you. Activate the ability as soon as an enemy is in view, then start pumping him with lead. Theoretically, there's a limit to how much you can use the ability (as indicated by the hourglass), but you'll replenish it whenever you finish off a bad guy.

PART ONE: THE AMERICAN DREAM

When Max arrives at the station, Alex is nowhere to be found and the place is crawling with thugs. Your first goal is to find the control room and supply power to the transit car. After a short commute, you'll come across a bank heist in progress. Find the detonators and blast through the door that's wired with explosives to meet up with Alex. Your next destination is a sleazy hotel, where you'll have to pay a visit to room 313 and track down Rico Muerte. Push the switch behind the reception desk afterward, then hit the streets, find Vinny Gognitte and follow him to the Ragna Rock.

JACK LUPINO WELCOMES YOU TO THE RAGNA ROCK





Find the control panel that raises the curtain in Lupino's nightclub, then go downstairs and head backstage. Be sure to grab all the painkillers and ammunition you can find along the way—the crazed lunatic is hopped up on Valkyr and accompanied by some well-armed bodyguards.

PART TWO: A COLD DAY IN HELL

You begin part two inside a familiar boiler room, armed with nothing but a baseball bat. Open the north door and whack the guard upside the head to procure his gun. From there, fight your way to the elevator and hit the streets. Return to the hotel and listen to the phone conversation, then bust through the door, go into bullet time, and rub out the three goons on the other side. When you reach the bar, equip your best weapons for a showdown with Frankie and his men. Afterward, Vlad will take you to Angelo Punchinello's mansion.

EXTERMINATE THE TRIO

As you might expect, the mansion is heavily guarded by Don Punchinello's goons. To make matters worse, each of his deadliest enforcers—known collectively as The Trio—will be waiting to ambush you in a different room. Take out all three, then head to the don's office for an unexpected turn of events.

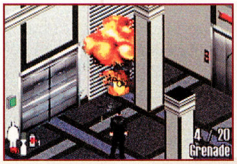
PART THREE: A BIT CLOSER TO HEAVEN

The final chapter begins at the Cold Steel mill. Shoot at the security lasers from as far away as possible to avoid taking damage when you trigger the explosives. Fire-spewing pipes also present a hazard. The flames will smite you instantly, so you'll have either to look for a shutoff valve or to watch the fire's pattern and run past when it lets up. Make your way to the room marked Block B in the underground bunker, and use the southeast control panel to release the scientist locked in the nearby cell. He'll be gunned down in the next hallway—take his key card and escape the facility. After a short visit to an old municipal building, your final destination is the Aesir Corporation's HQ. Head through the first door to your left and push the lever to activate the right-hand elevator. Destroy the computer in the room above to turn on the left elevator, then proceed to hunt down Aesir CEO Nicole Horne.

OLD MUNICIPAL BUILDING

When you reach the first plant-decorated hallway in the old municipal building, shoot the yellow control panel at the southeast end of the hall to unlock the second door to your right. Beyond it you'll find dual Ingrams and an extra life sitting on the desk.

AESIR CORPORATION HEADQUARTERS



On the first floor of the Aesir building, use a grenade to blast a hole in the steel gate next to the control room door. Step through the hole and flip the switch in the adjacent room to activate the middle elevator. It leads to a storage room full of ammunition, painkillers and another extra life!

CANCEL MS. HORNE'S FLIGHT

When you finally catch up to Nicole Horne, she'll try to escape in a helicopter. You'll have 60 seconds to bring down the nearby radio tower before the whirlybird takes off. Eliminate the three guards in the area, then use the grenades that they drop to destroy all four of the tower's support beams.

"THE GRIN OF A WINNER"

Max Payne is an edgy, violent change of pace for mature gamers on the go. It can take a little while to get accustomed to the controls in the isometric perspective, but once you get them down, the game's an absolute blast. There are no significant puzzle elements to speak of—just pure, unadulterated, shoot-everything-in-sight action. Here's hoping that Rockstar does as fine a job with the upcoming GBA version of Grand Theft Auto.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

APRIL 2004

EXCELLENT GREAT GOOD SO-SO POOR

PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION

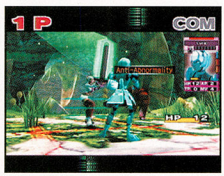
PSO reinvents itself with an innovative card-based battle system.

RPG fans have come to expect the unexpected with the Phantasy Star franchise. Starting as a turn-based role-player in the late 1980s, the series went online in the 21st century, employing real-time combat. The final Phantasy Star Online installment, PSO Episode III: C.A.R.D. Revolution, ties up loose ends and introduces a card-and-dice battle system.

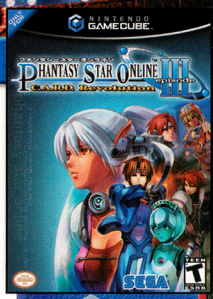
Card-based games can be intimidating, requiring players to pore over manuals to understand the basic rules. Although Episode III's system is as deep and textured as that of any other card game, it draws you in from the beginning and allows you to learn the nuances as you go. Highly ranked victories earn you cards that bring out the game's complexities.

There are two sides to the conflict over the planet Ragol. The cards that you can use to build your deck, from a pool of more than 400, depend on which side you choose. If you join the Heroes' side, you can equip weapons and armor. If you select the Arkz, you can summon monsters.

Battles are presented with beautiful, effects-heavy graphics and haunting music. Although the focus is on online play, the single-player game is equally fun, giving you a choice between story-based play and free battles.



COMMENTS: **Alan**—Most card-battling games have mind-numbingly complex rules or are nauseatingly tedious, but PSO III avoids both traps admirably. **Steve**—It's not for everyone, but turn-based fans and PSO devotees will get a lot of enjoyment from Episode III. **Steven**—With its card-based overhaul, PSO III feels less like a sequel than a new series. **Jessica**—Fans of the PSO series will recognize all their favorite classes and jobs, along with the signature look, feel and sound.



- Sega 32
- 1 player
- GCN Modem and Broadband Connectivity

ALAN
GEORGE
JESSICA
STEVE
STEVEN

TEEN T — Fantasy Violence

CONTENT RATED BY ESRB

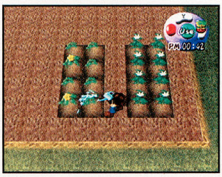
HARVEST MOON: A WONDERFUL LIFE

The simple life gets complex in Natsume's GCN-exclusive farming sim.

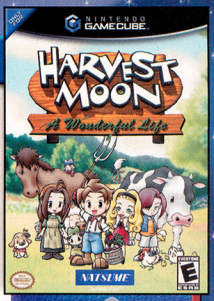
The much-beloved Harvest Moon franchise reaches the GCN in fine form with a focus on accomplishing goals and developing relationships. Although much of the gameplay is open-ended, allowing you to accumulate livestock, farm your land and attend festivals as you please, a chapter-based structure emphasizes the journey through life's big events—namely getting married and raising a family.

You'll start with an overrun farm, a cow, a dog and a few basic tools. As you explore the town and talk to its residents, you'll acquire more farming implements and get advice on how to develop crops and make your farm a success. The game's farming rules are more complex than they have been in previous Harvest Moon titles, and there is little guidance when you're starting out, but the added challenge ultimately leads to more satisfaction with a job well done. In addition to farming and building bonds with villagers, you can take up fishing, purchase items for your farm and watch television for information on the world around you.

The game's production values are excellent. The graphics are crisp and colorful, the music is upbeat and the camera controls are simple. Connectivity with GBA title Harvest Moon: Friends of Mineral Town opens up a line of communication between the games and allows characters to travel between towns.



COMMENTS: Jessica—Being a huge fan of the Harvest Moon series, I was a little disappointed in the number of potential wives (three) and the minimal effect of tool upgrades. However, it is a solid game with gorgeous graphics and incredible depth. Alan—It's easily the best-looking of all the HM games, but it's plagued with some unfortunate problems: somewhat spotty control, not enough characters and days that move by just a little too quickly.



- Natsume 47
- 1 player
- GBA Connectivity

ALAN	4
CHRIS	4.5
GEORGE	4
JESSICA	4
SCOTT	4.5

EVERYONE E — CONTENT RATED BY ESRB

Suggestive Themes
Alcohol Reference

PITFALL: THE LOST EXPEDITION

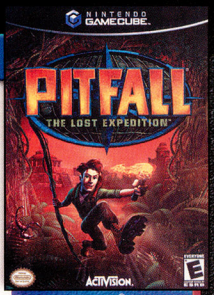
Lush graphics and humor make Pitfall rise above the platform fray.

Not to be outdone by Prince of Persia, another 2-D platformer classic, Pitfall arrives on the GCN in a full-blown 3-D adventure with stunning art and solid gameplay. The Lost Expedition follows Pitfall Harry as he struggles to survive 50 danger-filled levels in the Peruvian jungle while navigating ruins, caves and treacherous terrain aplenty. While searching for hidden treasure and members of his scattered adventuring party, Harry encounters enough ancient traps and fearsome creatures to make Indiana Jones's head spin—crumbling floors, bottomless pits, snapping crocodiles and gaping-wide holes with teeth.

Harry starts with a sharp wit and intrepid spirit, and earns items and advanced moves over the course of the journey. Once he acquires the ability to leap straight into the air or throw rocks with a sling, he can backtrack to areas that were dead ends and progress to points unknown. As Harry reaches new destinations, he engages in banter with the jungle's inhabitants and with members of the lost expedition.

Although some of the game's puzzles—especially jumping puzzles—can be a little too tricky, the overall play control and game physics are spot-on. Also, the graphics are beautifully rendered, even though the art style is not as sophisticated and stylized as that of some adventures.

COMMENTS: Chris—Pitfall has to be considered an early candidate for Pleasant Surprise of 2004. The graphics are good, the play is solid and the camera is smoothly controlled. Steven—We've seen more polished platformers in recent months, but Pitfall has rare qualities of goofy charm and ever-surprising level design. Jessica—The game's hit detection seems to be off at times, but its style, humor and overall fun factor more than make up for it.



- Activision 51
- 1 player

CHRIS	4
GEORGE	4
JESSICA	4.5
SCOTT	4
STEVEN	4.5

EVERYONE E — CONTENT RATED BY ESRB

Mild Suggestive Themes
Violence

BOMBERMAN JETTERS

- Majesco
- 1 to 4 players simultaneously

EVERYONE E — Mild Cartoon Violence

Bomberman and his pal MAX blast through four cel-shaded environments in value-priced adventure Bomberman Jetters. With a dozen helpful Charaboms (evolving creatures) and the ability to fuse bombs with other materials, the cartoonish hero sets off to save Planet Bomber from the Hige Hige Bandits. Single-player action is packed with minigames. Multiplayer action presents classic Bomberman play with a host of new selectable characters.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

CONFLICT: DESERT STORM II—BACK TO BAGHDAD

- Global Star Software
- 1 to 4 players simultaneously

TEEN T — Blood Violence

Return to the Gulf War of the early '90s for 10 missions of squad-based combat that take more of an arcade-style action stance than a realistic approach. Up to four players can join a cooperative campaign in the role of a U.S. Delta Force team or a British SAS unit. Computer-controlled squadmates fire at open targets, but players must take control over them to satisfy mission objectives. The game's lighting effects and detailed graphics are impressive.

ALAN
CHRIS
JESSICA
STEVE
STEVEN

FREESTYLE STREET SOCCER

- Acclaim
- 1 to 4 players simultaneously

TEEN T — Strong Language

Ten gangs face off for city turf in an unusual mix of soccer and street culture. Teams are four to a side, and the basketball-court-sized pitches make for a lot of scoring. With no penalties, play is rough and participants use onfield objects as weapons. Executing special moves fills a meter that leads to difficult-but-devastating Netbuster tricks. The varied soundtrack cranks out tunes from the likes of Method Man to Queens of the Stone Age.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

TOM AND JERRY IN WAR OF THE WHISKERS

- NewKidCo
- 1 to 4 players simultaneously

TEEN T — Comic Mischief Mild Violence

Cat and mouse collide in a battle of claws and blunt weapons amid cartoon graphics and strong play control. Up to four players can duke it out in 11 interactive environments and toss or swing 75 items. Tom and Jerry head the list of nine characters. The action is antic and the game is easy to pick up and play, but it doesn't have the depth of other titles in the genre, such as the Super Smash Bros. games.

CHRIS
GEORGE
JESSICA
SCOTT
STEVEN

R-TYPE III: THE THIRD LIGHTNING

- Destination/32 Megabits
- 1 player

EVERYONE E — Mild Violence

A creative weapons system and great control make old-school space shooter R-Type III an action gamer's dream. Three types of Force pods (Round, Shadow and Cyclone) offer varied laser-powered support that you can attach to the front or back of your vehicle. Enemies attack from all angles, making every moment an intense fight for survival. The graphics, particularly those of boss battles, are a sight to behold.

ALAN
JESSICA
SCOTT
STEVE
STEVEN

MEGA MAN BATTLE CHIP CHALLENGE

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Cartoon Violence

Using characters from the Mega Man Battle Network series, Battle Chip Challenge is a turn-based strategy game with similarities to card-based titles. The test is to create a Program Deck made of the game's 243 Battle Chips, then clash with rival deck Operators. The rules are dense and battles require very little player participation, but the process of accumulating chips and designing decks is tons of fun.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

ICE NINE

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN T — CONTENT RATED BY ESRB — Violence

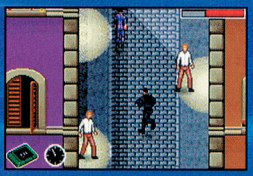
First reviewed in Volume 170, March release Ice Nine is a taut first-person shooter that follows the story of CIA trainee Tom Carter as he attempts to stop government insiders from releasing a diabolical computer virus. Starting on CIA grounds and spreading to the streets of the nation's capitol, the adventure offers an arsenal of 10 weapons and gadgets, and the most thrilling FPS action on the GBA to date.

ALAN ★★★½
GEORGE ★★★★
JESSICA ★★★★
STEVE ★★★½
STEVEN ★★★★½

MISSION: IMPOSSIBLE—OPERATION SURMA

- Atari/32 Megabits
- 1 player

TEEN T — CONTENT RATED BY ESRB — Mild Violence



Detailed graphics, that great *Mission Impossible* theme song and tons of gadgets make Ethan Hunt's GBA debut a cool, sophisticated adventure. Infiltrate enemy hideouts in disguise, dispatch baddies with a quick karate chop and use every trick in the book to complete your mission. Rough hit detection makes some interactions more frustrating than fun, and sifting through a long list of items slows the game's pace.

ALAN ★★★
GEORGE ★★★★
JESSICA ★★★½
STEVE ★★
STEVEN ★★★★

PITFALL: THE LOST EXPEDITION

- Activision/64 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB — Cartoon Violence

One of the original platform-game heroes, Pitfall Harry, returns to the jungle in a long and varied adventure that mixes side-scrolling action with over-head-view sections (a hang-gliding level, a log-hopping level reminiscent of Frogger, a search through a maze for lost adventurers). The graphic style may appeal mainly to young players, but the gameplay, humor and story will attract gamers of all ages.

CHRIS ★★★★½
GEORGE ★★★★½
JESSICA ★★★
SCOTT ★★★★½
STEVEN ★★★★

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
TEEN T — Teen (13+)
ADULTS ONLY 18+ — Adult (18+)
EVERYONE E — Everyone
MATURE 17+ M — Mature (17+)
RATING PENDING RP — Rating Pending

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Advertising Inquiries

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Disney/Pixar's Monster's Inc.:
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Nickelodeon Party Blast
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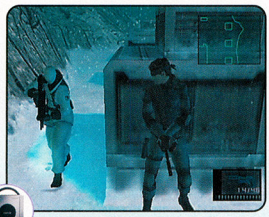


Metal Gear Solid: The Twin Snakes

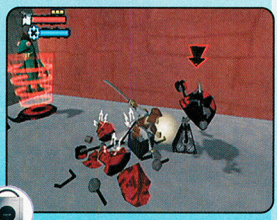
We've given you a glimpse of what's in store from Metal Gear Solid: The Twin Snakes; May's cover story will blow the doors wide open. Equipped with our web-enhanced survival guide, you'll infiltrate Shadow Moses Island undetected and put an end to FOXHOUND's nefarious plan.

Bust 'em Custom

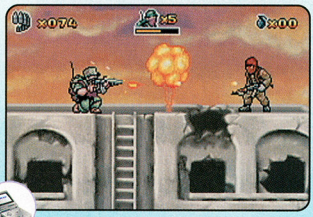
If you're like us, it's been a lifelong dream to build your own robot (we're talking real robots, not a vacuum with a mallet attached). Nintendo's Custom Robo lets you do just that, and we'll have a hands-on preview of the game in next month's issue.

Custom Robo

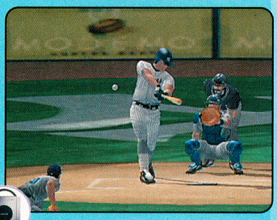
Great Previews and Reviews



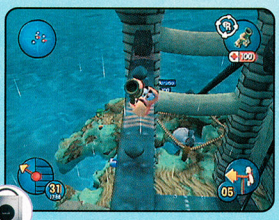
Samurai Jack: The Shadow of Aku



CT Special Forces 2: Back to the Trenches



MVP Baseball 2004



Worms 3D

Capcom Special Report

We recently attended Capcom's annual press event and had the opportunity to spend some quality time with a certain exclusive that's due to take up residence on the GCN by years end. Look for a full report next month!

Plus!

- HARRY POTTER AND THE PRISONER OF AZKABAN
- SHREK 2
- POKéMON COLOSSEUM
- JAMES BOND 007: EVERYTHING OR NOTHING
- SCOOBY-DOO!: MYSTERY MAYHEM

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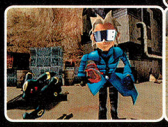

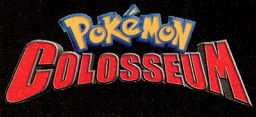

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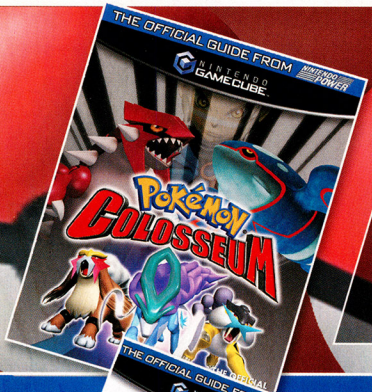

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- After you beat the RPG, you can transfer your team to Pokémon Ruby and Pokémon Sapphire—our guide gets you there.
- Battle mode pits you against countless foes in single- and multiplayer stadiums—win the day with unbeatable strategies.

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Final Fantasy games are renowned for their attention to detail and mind-bending secrets—so what's a brave adventurer to do? Why, pick up the Official Player's Guide and make your journey a smashing success, of course!

- Full-color maps of every area, including the location of every artifact and treasure chest
- Statistical info on every weapon, accessory, item and piece of armor

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For essential survival tips and info that even expert players might miss, pick up the Official Metroid: Zero Mission Player's Guide. It's the definitive source for details on the mission that defines Samus Aran.

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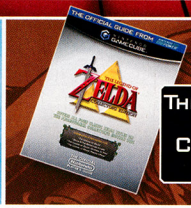

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